

FREE
EEK MINIMAG INSIDE!

WIN! £1000 XENA GOODIES!

INSIDE!
GAVIN'S BIGGER
GAME BOY NATION
SECTION ON P70!



OFFICIAL! WORLD'S BIGGEST N64 MAG

N64 PRO

COMPLETE GUIDE!

DONKEY KONG 64

It's monkey magic!

**SOUTH
PARK RALLY
POSTERS
INSIDE!**

PLAYED TO DEATH!

- ★ SARGE'S HEROES: ARMY MEN ★
- ★ MONSTER TRUCK MADNESS ★
- ★ EARTHWORM JIM 3D ★
- ★ SUPERCROSS 2000 ★
- ★ NBA JAM 2000 ★
- ★ WINBACK ★



SOUTH PARK RALLY

PLUS!



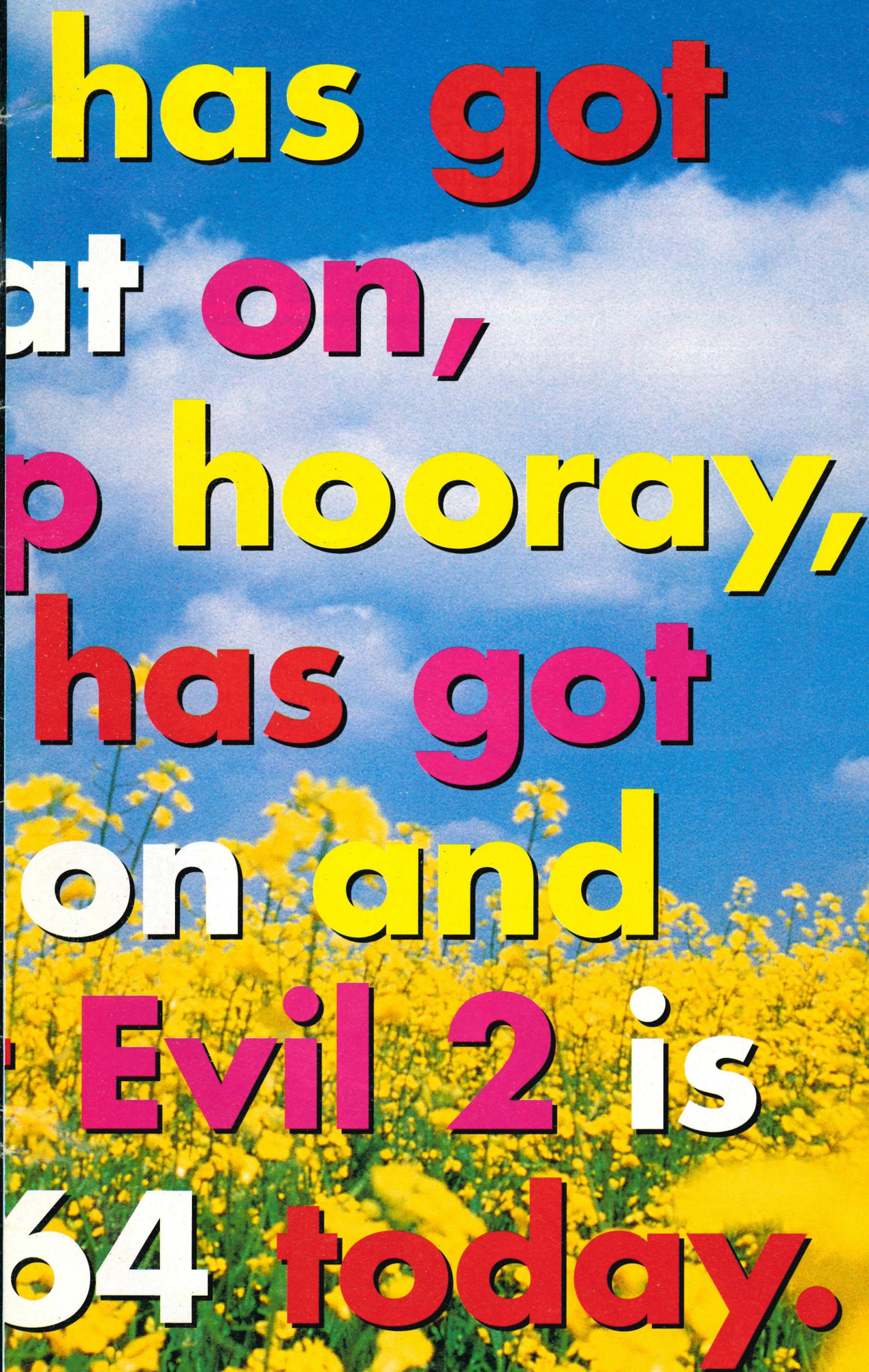
EARTHWORM JIM

WIN!

SOUTH PARK RALLY GAMES!



The sun
his ha
hip hip hip
the sun
his hat
Resident
out on No



has got
at on,
p hooray,
has got
on and
Evil 2 is
64 today.

**UK'S
BIGGEST &
BEST VALUE SERVICE**

**CHEATMASTER & CHEATMISTRESS
PRESENT**

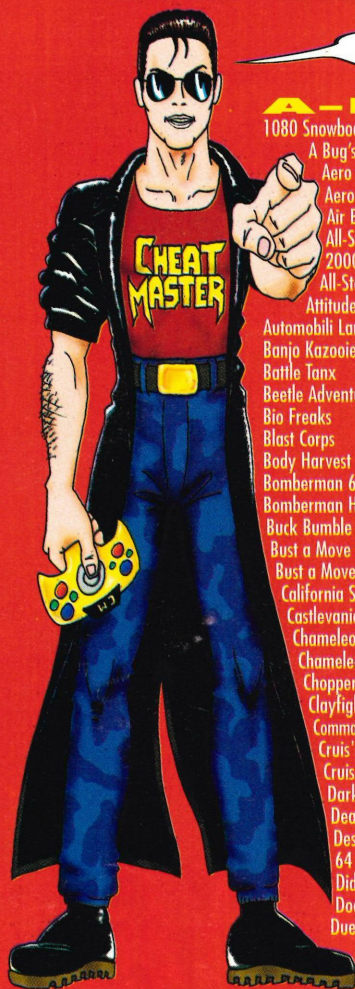


CHEATS & TIPS FOR OVER 2000 GAMES

CHEATS UNLIMITED

NINTENDO 64 CHEATS & TIPS

A SIMPLE CALL AND YOU'VE GOT THE CHEAT!



A-F

1080 Snowboarding
A Bug's Life
Aero Fighters Assault
Aero Gauge
Air Boarder 64
All-Star Baseball
2000
All-Star Baseball '99
Attitude
Automobili Lamborghini
Banjo Kazooie
Battle Tanx
Beetle Adventure Racing
Bio Freaks
Blast Corps
Body Harvest
Bomberman 64
Bomberman Hero
Buck Bumble
Bust a Move 2
Bust a Move '99
California Speed
Castlevania
Chameleon Twist
Chameleon Twist 2
Chopper Attack
Clayfighter 64
Command & Conquer 64
Cruis'n the World
Cruis'n USA
Dark Rift
Deadly Arts
Destruction Derby
64
Diddy Kong Racing
Doom 64
Duel Heroes

Duke Nukem 64

Duke Nukem: Zero Hour
Extreme G 1
Extreme G 2
F1 Pole Position
F1 World Grand Prix
FIFA 64
FIFA '98
FIFA '99
Fighters Destiny
Flying Dragon
Forsaken
Fox Sports College Hoops 99
F-Zero X

G-K

Gauntlet Legends
Gex
Glover
Goeman's Great Adventure
Goldeneye
Golden Nugget 64
GT 64 Championship Edition
Hexen
Hot Wheels Turbo
Hybrid Heaven
Iggy's Reckin' Balls
International Super Soccer
ISS '98
Jeopardy
Jet Force Gemini
Jikkyou World Soccer France 98
J-League 11 Beat 97
Ken Griffey Jr.'s Slugfest
Killer Instinct Gold
Knife Edge: Nose Gunner
Kobe Bryant in NBA Courtside

L-P

Lode Runner 3D
Lylat Wars
Mace: The Dark Ages
Madden 64
Madden NFL '99
Magical Tetris Challenge
Major League Baseball: K.G.Jr.
Mario 64
Mario Golf
Mario Karts
Mario Party
Micro Machines
Mike Piazza's Strike Zone
Milo's Astro Lanes
Mischief Makers
Mission Impossible
Mortal Kombat: Sub Zero
Mortal Kombat: Trilogy
Mortal Kombat 4
Multi-Racing Championship
Mystical Ninja: Starring
Goemon
Nagano Olympic Hockey
Nagano Winter Olympics '98
Nascar Racing '99
NBA Courtside
NBA Hangtime
NBA Zone '98
NFL Blitz
NFL Quarterback '98
NFL Quarterback Club 99
NHL 99
NHL Breakaway
Nightmare Creatures
Ocarina of Time: Legend of
Zelda
Off-Road Challenge

Penny Racers
Perfect Striker
Pilot Wings
Pokemon Snap
Pokemon Stadium
Powerful World Soccer 3
Pro Baseball King
Puyo Puyo Sun 64

Q-U

Quake 2
Quake 64
Quest 64
Rakuga Kids
Rampage Universal Tour
Rampage World Tour
Road Rash 64
Robotron 64
Rush 2 Extreme Racing USA
S.C.A.R.S.4
San Francisco Rush
Shadows of the Empire
SimCity 2000
Snowboard Kids
Snowboard Kids 2
South Park
Space Dynamites
Space Station: Silicon Valley
Star Fox/Lylat Wars
Star Soldier
Star Wars: Racer
Star Wars: Rogue Squadron
Super Mario
Super Robot Spirits
Super Smash Brothers
Superman
Tetrisphere
Top Gear Overdrive

Top Gear Rally
Triple Play 2000
Turk 1
Turk 2
Twisted Extreme Snowboarding

V-Z

Vigilante 8
Virtual Chess 64
Virtual Pool 64
V-Rally 99 Edition
Waialae Country Club
War Gods
Wave Race
Wayne Gretzky's 3D Hockey
Wayne Gretzky's 3D Hockey 98
WCW Nitro
WCW Vs NWO Revenge
WCW Vs NWO World Tour
Wetrix
Wipeout 64
World Cup '98
World Driver Championship
World Tour: Rampage
WWF Attitude
WWF War Zone
XG2
Yoshi's Story
Zelda



THE LIST ABOVE IS JUST A SAMPLE OF WHAT'S ON OFFER

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL - PRESS * TO RESTART SERVICE - PRESS # TO MOVE BACK ONE STEP

PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY

09066 098021

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 098161

Calls to the above numbers cost 60p a minute

PSX, DC, N64, PC & GBC



This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Accuracy of the information is not guaranteed. Please post comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA

or call our **FREEPHONE CUSTOMER SERVICE: 0800 1982784**

The Team...

have been trying desperately hard to concentrate after some very heavy New Year celebrations. We're looking forward to the year 2000 and here are the games we most want to play...



Russell...

...has been desperately waiting for another decent RPG and is looking forward to *Ogre Battle 64*, he might have to wait a while though!



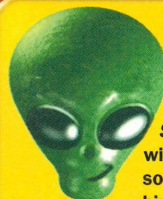
Mark...

...has been desperate to get his hands on *Perfect Dark* ever since the game was announced. Not long to go now!



Nerys...

...has had a sneaky look at *Taz Express* and has been in a daze ever since, lets hope it arrives soon before she eats the office!



Tip-X...

...likes all games but is hoping that *Space Invaders* will be available soon. It reminds him of home!



Scoop...

...is in need of some exercise after over-eating at Christmas. He fancies sinking his teeth into *Paperboy*. Well, who wouldn't eh?



Nicky...

...loves all things funky so *Blues Bros* is the game for her. Lets hope she takes off her shades before trying to play it!

Howdy, the King is back and is singing the praises of the fantastic millennium edition of N64 Pro. We are all suffering from those after holiday blues so our special look at the new games in development for this year will surely raise a smile. There's a huge Donkey Kong guide to help you out of your fruity troubles and all the latest news from around the world. Enjoy the mag and hail the return of the King!!

The Eight Commandments

N64 PRO: will always review games dead honestly and we'll always ask at least one of you lot for your opinion too!

N64 PRO: will be bang up to date with the latest reviews, finest previews and most up to the minute news in every single issue!

N64 PRO: will scour the galaxy to find each and every new cheat possible for every single N64 game, even if it kills us!

N64 PRO: team members will never talk down to our readers - even the really thick ones!

N64 PRO: will always be written by experts who live and breathe N64 gaming!

N64 PRO: will always give the most coverage to the best games, and not waste our time - or yours - rambling on about the rubbish ones!

N64 PRO: will always be the most reader-interactive N64 mag around - giving you the chance to have YOUR say in many different ways!

N64 PRO: will always feature the latest cheats, and the guides to the games you want to see cracked!



N64PRO

Issue 30 Millennium Special January 2000

20 Leagues No moaning about playing too many games!

41 Posters! Oodles of 'em! Well, quite a few anyway!

THE PRO CREW



C O N

WIN!

12 £1000 of Xena goodies!

Those fantastic guys at Titus have given us a whole stack of Xena goodies to give away. Also check out the news for a chance to win a copy of South Park Rally!

FREE PULLOUT DONKEY KONG MINI-MAG!

Our fantastic pullout this month is the full solution to Donkey Kong 64. Join us to find the locations of all the Golden Bananas, tips on rescuing your mates and top tactics for beating the bosses!



ENTER THE PRO CREW

58 Tips, Codes & Cheats

South Park, Castlevania and Jet Force Gemini get the full Tip-X treatment to help sort out your worries.

62 You Reckon?

Relieve your chest of those N64 gripes and groans. Best letter wins a cart, 'cos we're so nice!

Regulars

8 News Scoop grabs info on all the latest news. If it's important - you'll find it here!

14 Release Schedule

Take a look and you'll know what's going down and coming up in the world of Nintendo.

20 Reviews...

28 South Park Rally

32 Winback

34 Army Men

51 NBA Jam 2000

52 Monster Truck Madness

53 Supercross 2000

54 Earthworm Jim 3D

Take a look at the first batch of games of the new year. All the top games reviewed inside!



REVIEW

68

Join the Pro Crew!
You'd, er, be daft not to!

76

Nintendo Park
Every game ever made!



Gavin here!
Check out the mega
Game Boy Nation
for news, reviews
and tips!

FREE
Posters

PRO ZONE

64 Swap Shop

Swap 64 stuff, big up your mates and get pen pals. What else could you want?

66 Pro Arena

The World's top gamers 'get it on' and prove their worth. Have a go if you think you're 'ard enough!

68 Join the Pro Crew

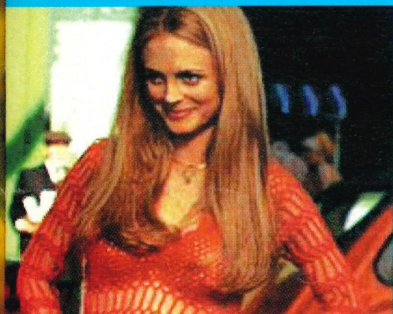
Loads of top exclusive stuff as well as the planet's greatest N64 mag. Unbelievable really!

70 Game Boy Nation

Keep abreast of all things... er... Gameboyey. If that makes sense. Which it really doesn't, does it? Oh well never mind eh?

76 Nintendo Park

Mini reviews on every N64 game ever made. Game Boy ones too!



18 Scoop's Gallery

Our favourite talented canine takes a look the best new shots for all the upcoming games!

20 Leagues

Who's really the best! Every publisher plays in our League.

Left: Heather Graham's in You Reckon

BLUEPRINT

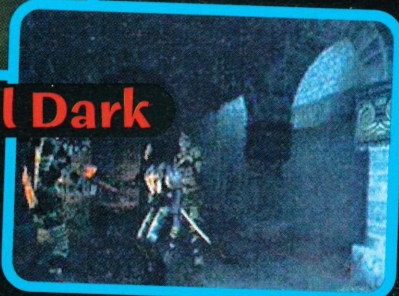
8 Castlevania: Legacy of Darkness

More spooky stories from Transylvania. The Belmonts return on the trail of a count.



10 Eternal Dark

Medieval zombie-bashing gore-fest.



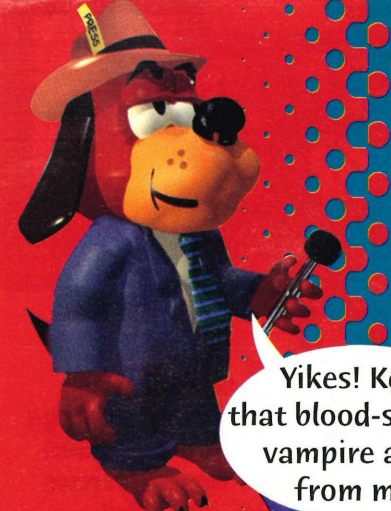
Sweet!
Come on down to
South Park and join
us for top racing
action!



20

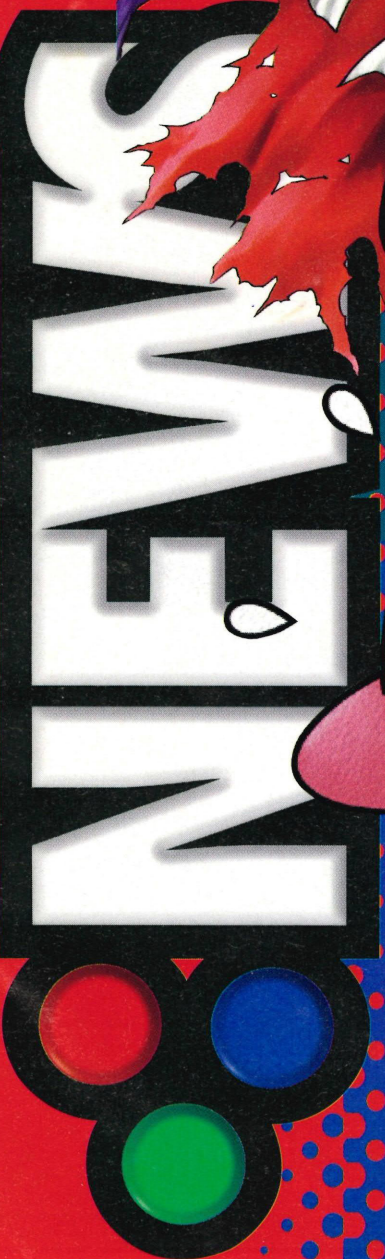
Cartman and crew are back in a new frantic racer. Chase us up on to page 20 for more details...

Haunted New Year



Hot news this month...

- 8 Castlevania
- 8 Kirby
- 10 Eternal Dark
- 12 Massive Xena Compo



CASTLEVANIA: Legacy of Darkness is now available in the USA and has several new features to improve on the last outing. There are now four characters to choose from including Reinhardt and Carrie, but the game also features Cornell, a mysterious monk, and Henry, who is a knight in shining armour.

You start the game as Cornell and

must work your way from the ship to return the scary Transylvania outback, and then make your way through the levels to meet with the Prince of Darkness. The levels are almost identical to the first game but the puzzles have been changed to make this a completely new experience. The control system has not been changed and the camera is still annoying when you're attempting to leap large gaps.

Graphically, Castlevania: Legacy of Darkness is far better than the original game but does not have the quality of Jet Force Gemini or Donkey Kong. You'll also enjoy the extra depth that the new characters add to the game. Look out for our preview coming soon...



More spooky tales from Konami, the Belmont's are back!

Too much alcohol will give you a huge burning sensation, right in the gut!



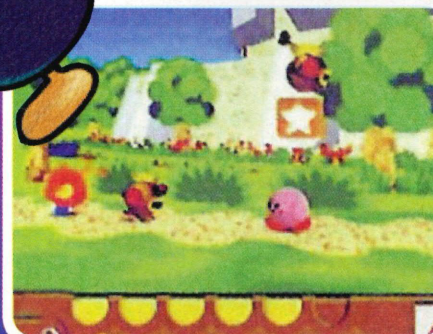
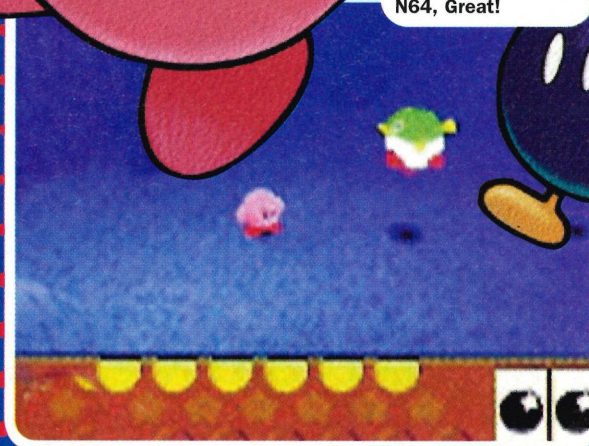
Has anyone seen my pet lizard, come here Vic, I've got some lettuce for ya!



Little Kirby is about to get a big surprise. A new game on the N64, Great!

Pink Fluffy

AFTER making his fantastic debut in Super Smash Brothers, Kirby comes to the Nintendo in his own adventure. Kirby is a small, fat pink ball of fluff who has an amazing ability; he can suck in his enemies and poo them out after absorbing all their best attacking moves and weapons. This means that Kirby can: turn into a mine, a fridge, climb ropes and hover, pull off spin attacks, produce spikes, turn to stone and loads more!! He can even mix up the fighting



ar

STATUS 000
GOLD 0240



64DD

Released in Japan

THE MUCH delayed disk drive add-on for the N64 has at last been released in Japan. This is a writable magnetic disk drive which attaches to your N64 through the EXT slot on the bottom. Instead of the cartridges used by the N64 this little beauty uses disks very similar to zip disks to store games and data, up to 64Mb of data with 38Mb available for recording.

The 64DD also houses a built in modem to allow Japanese users to connect to RANDNET where game downloads and multiplayer games are available. What's the point I hear you cry? Well there are a

bunch of new games available with this system that are much bigger than cartridge based games. Whilst several fanatic Japanese owners will be purchasing this attractive little device, there are no plans for the system to be sold anywhere else in the world. Oh well, lets just wait for Dolphin to arrive!

Here are some of the games planned on DD:

- Doshin The Giant
- Ura Zelda
- Nintendo Pro Golf Tour
- Mario Artist and Camera
- Talent Studio
- Video Jockey Maker
- F Zero X Expansion Pack
- Game Maker



SCOOPY SNACK
Unfortunately the 64DD will never reach these parts of the world!

Balls!

styles of the characters he sucks in and make up crazy combinations of their moves! Top tactics, Kirby!

This cute pink, Pokemon-like bowling ball has to save a poor, hapless princess from the baddies and collect the lost crystals. Nintendo has always been one for pulling unlikely heroes out of the bag: it looks like they've come up with another one with this mad, morphing mini-mook!

Hey, he looks like me! Everyone knows I'm a Jigglypuff. How dare they confuse me with that creepy Kirby - what a cheek!

He's Pink, He's Groovy, he can suck you up and captivate your brain!



N64PRO



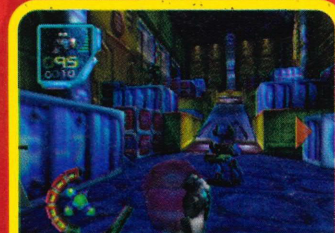
Game UK Chart

- 1 - Donkey Kong 64
- 2 - Resident Evil 2
- 3 - Jet Force Gemini
- 4 - Mario Golf
- 5 - Goldeneye 007



GameBoy Color

- 1 - Pokémon Blue
- 2 - Pokémon Red
- 3 - Tarzan
- 4 - Mario Golf
- 5 - Warioland 2



N64 Pro's Most Wanted

- 1 - Perfect Dark
- 2 - Starcraft
- 3 - Ridge Racer 64
- 4 - Taz Express
- 5 - Banjo Tooie

WIN!

Predict next month's Official UK GAME Chart top 3 and win a £25 GAME gift voucher

My predictions are as follows...

1

2

3

Name

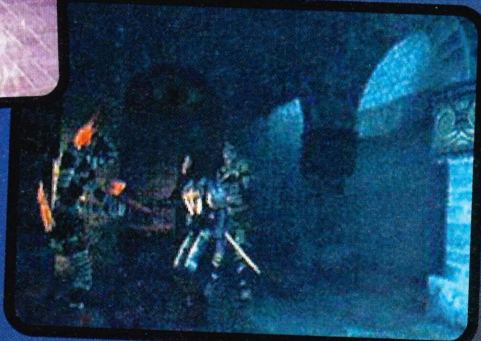
Address

Postcode Age

Eternal Darkness is coming!

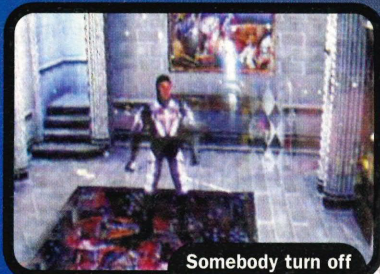


BECOME a medieval knight in shining armour for the super gore-fest that is *Eternal Darkness*! There's more of those terrifying undead creatures from *Resident Evil* wandering about in this ancient environment. This is back in the days when evil was young, fresh and ready to do battle with anyone, even after its arms and legs have been cut off! We've had a sneaky preview of this game and its looking gorgeously deep in top



quality, high-resolution 3-D. There are puzzles to solve and nightmare creatures to defeat.

As usual, Nintendo are keeping their new game strictly under wraps until it's closer to completion, but I can't wait to get my paws on the completed version when it comes out later this year! Watch this space!



Somebody turn off the lights, I need to find my glow in the dark sword!

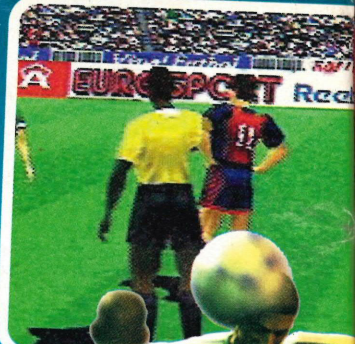


ISS Millennium

FOOTY, EH? Small boys in the park? Fascination with the simple mechanics of boot on leather? Well, it's back!

Konami are bringing out a brand spanking new footy game for the new millennium, called, oddly enough, *ISS Millennium*. The *ISS* series so far has been loved by everyone and the latest version has been

tweaked to the max to bring you one of the best footy games ever. So watch out for *ISS Millennium* coming at you in the year 2000! Yeah!



The Argentinian breakdancing posse are set to take over the world!



South Park Rally

KICK ASS, dude! Those crazy people at Acclaim have gone millennium mad and given us five copies the fantastic South Park Rally to give away! Check it out, dude! Mr. Hanky wants to pop out to say hello, and watch out as the Underpants Gnomes are coming and they've got their eyes on your drawers! So: answer this simple question and post your entries to us for a chance to win!!

How to win

South Park has a famous talking Christmas Poo, what is his name?

- A Mr Wipey
- B Mr Hanky
- C Mr Skiddy

1. All entries must be received by 20 February 2000.
2. There is no cash alternative.
3. Editor's decision is final and no correspondence will be entered into.
4. No employee of Paragon Publishing or any company with products on offer within this competition is eligible to enter.

5. Only one entry per person.
6. By entering, competitors agree to be bound by the rules and requirements of the competition.
7. You may be sent news about products and opportunities from related companies.
8. If you do not wish to receive such information, please indicate as such on your competition entry.

Answer...

Name

Address

Postcode

Age

Telephone no.

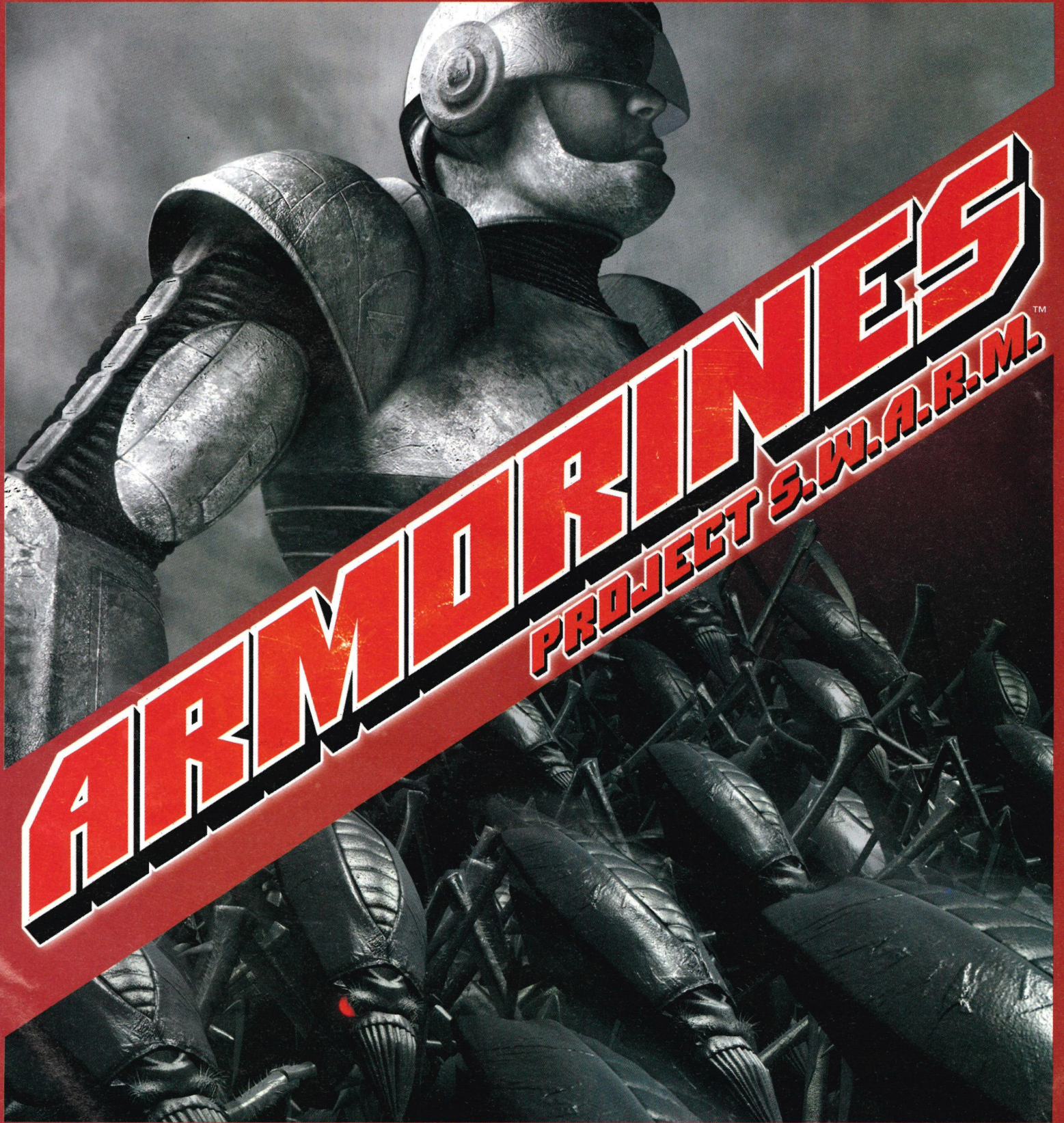
Email Address

SEND YOUR ANSWERS TO:

Oh My God, I Want South Park Rally Compo
N64 Pro Magazine, Paragon Publishing Ltd
Paragon House, St Peter's Road,
Bournemouth, Dorset BH1 2JS



YOUR PLANET NEEDS YOU!



ARMORINES

PROJECT S.W.A.R.M.™



RECRUITING 17.12.99



Armorines: Project Swarm™ and Acclaim ©&© 1999 Acclaim Entertainment. All rights reserved. Nintendo®, Nintendo 64, N64 and Game Boy are trademarks of Nintendo Co., Ltd. All rights reserved.

WIN! MASSIVE

amounts of Xena goodies worth

WE'VE TEAMED up with those friendly folks at Titus to bring you the biggest Xena giveaway ever. We're going to order 1000 pound's worth of rare Xena merchandise from America and one lucky winner will get a whopping great £500 worth of collectable goodies. Cracking eh?

This massive prize will include T-shirts, jackets, videos, clocks, comics, watches, mugs, toys, posters and special photos of Xena and Hercules.

Most of this stuff won't be available to buy in the UK so if you're the lucky winner you'll be walking away with an armful of Xena goodies that nobody else has.

Not only that – 20 runners up will each get a special Xena and Hercules video.

How to win...

If you want to win these fabulous goodies then all you have to do is answer this easy peasy question. What is Xena's title?

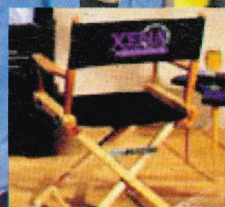
- A) Xena: Worrying Porpoise
- B) Xena: Warrior Princess
- C) Xena: Warbling Pinhead

*Please note: The Xena prizes may be slightly different to the ones pictured here – we're going to buy the very best Xena stuff we can!

1. All entries must be received by 20 February 2000.
2. There is no cash alternative.
3. Editor's decision is final and no correspondence will be entered into.
4. No employee of Paragon Publishing or any company with products on offer within this competition is eligible to enter.

5. Only one entry per person.
6. By entering, competitors agree to be bound by the rules and requirements of the competition.
7. You may be sent news about products and opportunities from related companies.
8. If you do not wish to receive such information, please indicate as such on your competition entry.

£1000



Answer...

Name

Address

Postcode

Age

Telephone no.

Email address

CUT OUT THE FORM AND POP IT IN THE POST TO:
Massive Xena Compo, N64 Pro, Paragon
Publishing, St Peter's Road, Bournemouth,
BH1 2JS.

Tom Clancy's RAINBOW SIX™

IT'S
YOUR
ONE
SHOT
TO SAVE THE WORLD.

Rainbow Six is as close as it gets to the intensity of real-life tactical operations. You'll control an elite multi-national strike force battling international terrorism.

Rainbow Six's explosive real-world action is coupled with spine-tingling tactics to create a gaming experience you won't soon forget. Rainbow Six is so real you'll find yourself yelling "Tango down!" in your sleep for weeks.



Release Schedule

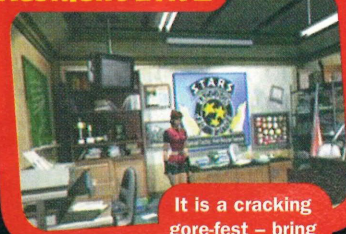


So this is the new millennium and to be honest, it's no different from any other year! There are plenty of new games and you'll be playing them soon!

Must Buys

Need a new game, then try...

Resident Evil 2



It is a cracking gore-fest - bring on the zombies!

South Park Rally

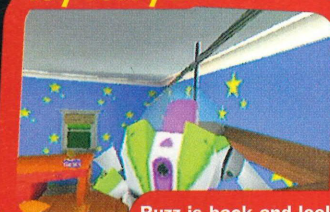


Comical capers with the South Park massive!

Forthcoming Attractions

Look into the future...

Toy Story 2



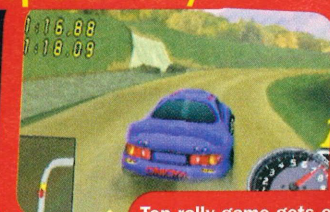
Buzz is back and looking better than ever!

Castlevania: LOD



The return of the Belmonts in another saga!

Top Gear Rally 2



Top rally game gets even better... lets rock!

Game Title	Developer	Release Date	Country
January			
Paperboy	Midway	Jan TBC	UK
Earthworm Jim 3D	Virgin	Jan TBC	UK
A Bug's Life	Activision	7 Jan	UK
Vigilante 8: Second Offence	Activision	Jan TBC	UK
February			
Toy Story 2	Activision	4 Feb	UK
X-Men	Activision	Feb TBC	UK
EPGA Golf	Infogrames	Feb TBC	UK
Top Gear Rally 2	Kemco	Feb TBC	UK
Top Gear Hyperbike	Kemco	Feb TBC	UK
ISS Millennium	Konami	Feb TBC	UK
March			
Ridge Racer 64	Nintendo	Mar TBC	UK
Taz Express	Infogrames	31 Mar	UK
Hydro Thunder	Midway	Mar TBC	UK
Rally Masters	Infogrames	Mar TBC	UK
Jeremy McGrath Supercross	Acclaim	Mar TBC	UK
April and beyond			
Perfect Dark	Nintendo/Rare	1 Apr	UK
Pokémon Stadium	Nintendo/Rare	Apr TBC	UK
Starcraft 64	Nintendo	May TBC	UK
Mario Party 2	Nintendo	Jun TBC	UK
Duck Dodgers	Infogrames	Jun TBC	UK
Pokémon Snap	Nintendo	Sep TBC	UK
Space Invaders	Activision	Spring 2000	UK
Harvest Moon 64	Natsume	Spring 2000	UK
Battlezone 64	Crave	Spring 2000	UK
Asteroids 64	Crave	Spring 2000	UK
Tony Hawk's Skateboarding	Activision	Spring 2000	UK
Blues Brothers 2000	Titus	Spring 2000	UK
Tarzan	Activision	Spring 2000	UK
Grand Theft Auto	Take 2	Summer 2000	UK
Young Olympians	Saffire	Summer 2000	UK
Castlevania: Legacy of Darkness	Konami	Summer 2000	UK
In development			
Cyber Tiger	EA	TBC	UK
Daikatana	Eidos	TBC	UK
Excitebike 64	Nintendo	TBC	UK
Conkers Tales 64	Nintendo/Rare	TBC	UK
Banjo Tooie	Nintendo/Rare	TBC	UK
Zelda Gaiden	Nintendo	TBC	UK
Mickey's Racing	Nintendo	TBC	UK
RARE's Secret Project	Nintendo/Rare	TBC	UK
Nightmare Creatures II	Activision	TBC	UK
Rally Challenge 2000	Imagineer	TBC	UK
Hype: A Time Quest	Ubisoft	TBC	UK
Jest	Infogrames	TBC	UK
Ronaldo Soccer	Infogrames	TBC	UK
Fighters Destiny 2	Imagineer	TBC	UK
Hercules: The Legendary Journeys	Titus	TBC	UK
Quest for Camelot	Titus	TBC	UK
Earthbound	Nintendo	TBC	UK
Eternal Darkness	Nintendo	TBC	UK
Super Mario RPG	Nintendo	TBC	UK
Mini Racers	Nintendo	TBC	UK
Riga	Nintendo	TBC	UK
Dragon Sword	Interactive	TBC	UK
Last Legion UX	Hudson Soft	TBC	UK
Ogre Battle 3	Nintendo	TBC	UK
Puma Street Soccer	Sunsoft	TBC	UK
Wacky Racers	Infogrames	TBC	UK
Winback	Koei	TBC	UK
Wild Metal Country	Gremlin	TBC	UK

Bubbling Under

With no explanation at all it seems that *Starcraft* has slipped and will not be available until May. Let's hope that this delay is due to game

enhancements and that the game will be even better than the preview versions we have seen so far. If this is the case, then it's sure to be a stonker!

Intergalactic Strategy. Top!



Looney Tu

I decided it was about time I took out our trainee reporter, F'real Seal, to do some investigative snooping. If the little pup's going to take over when I retire, he'd better get his nose to the ground and start nuzzling out some info!

So your two intrepid reporters dashed off to Manchester to dig out the dirt on what Infogrames is up to. Dogs go for free on the train, and the Ticket Inspector was so confused by the presence of a seal that he didn't charge him either. Hooray! Free transport's brilliant when you've got a very heavy, slimy seal sticking out of your backpack!

TAZ'S MISSUS is annoyed.

That lazy good-for-nothing slob doesn't lift a finger round the house and hasn't done a days work in his life! (Ha! I've heard that one before! - Scoop).

So wifey decides to get him a job delivering packages. And that's where the action begins.

Taz turbo

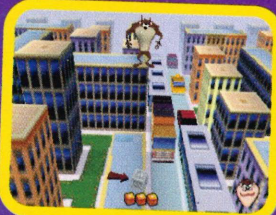
We had a go on *Taz Express* a full four months before its release date! The developers call it an Action Puzzle game, which means you have to run all over the country as Taz, solving puzzles and trying to get to your destination without damaging the package. And Taz gets to burp and blow off the whole way through the game. Wa-heh!

THIS IS THE F'REAL SEAL BRING' YOU THE REAL DEAL!

A real Tasmanian Devil is f'real, scaring people. He's got sharp teeth and is, like, the size of a doggy, but a vicious meat eater who devours his prey. Whole. So watch it. Buka Buka!



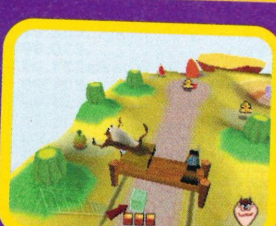
Taz has to sneak round Yosemite Sam's house without waking him.



Taz grows 100 foot high and jumps on buildings!



Cruising the bars of the eerily deserted Wild West.



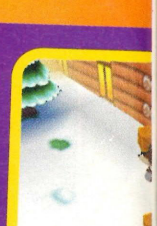
Whooha! Taz takes a dive in the forest.



Curse that darned Coyote! He's stolen Taz's Package!



The island hopping level is fairly near the end.

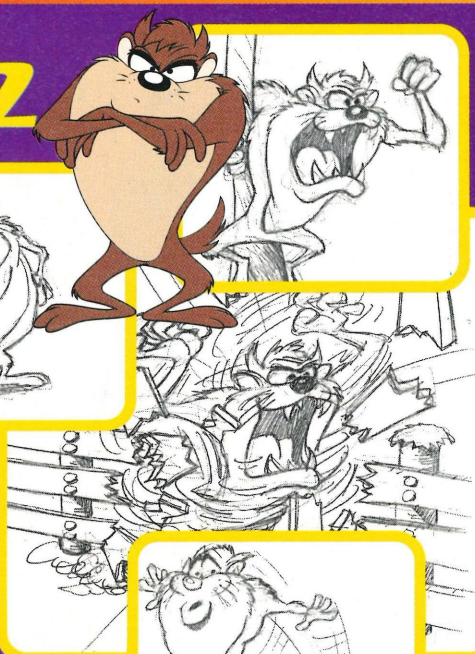


Taz is gonna freeze there in the mo...

Taz



That crazy critter Taz gets to pull off loads of wicked stunts, including being able to smash through all the scenery around him using his Whirlwind mode. He can also fire himself up to different levels by getting into the catapult. Geronimo!



Taz can destroy anything in his path with his famous Taz spin. The entire world of the game is destructible unlike most games, where the environment is static. There are also loads of little sub-games and puzzles for him to work out along the way.

Search and destroy!

Taz gets to explore loads of different places including the Tasmanian Bushland, a city (where he grows to 100 foot high!), Planet X, Monument Valley and even the Wild Wild West. And the *Looney Tunes* characters, including Wile E. Coyote, Marvin the Martian and Yosemite Sam, pop up all over the place! But what's in the box? Only Infogrames has the answer to that!



That kiwi bird is one big momma!



Games!

Duck Dodgers

Daffy Duck? Saving the world? You've got to be kidding me!

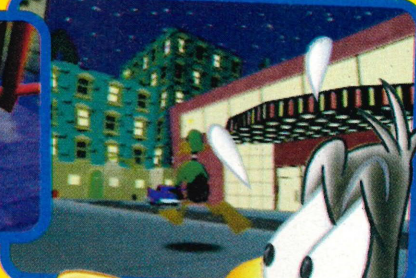
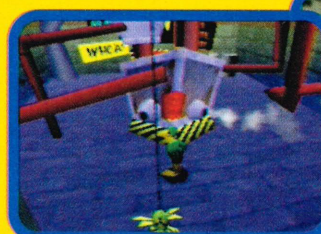
Could you let this
in your house?
It's a one man
airwind of
destruction!

It's even
easier to let
him take a job
delivering
gifts.
Gifts.
Gifts!

These lost up
mountains!



Duck Dodgers features a version of Quake, re-named 'Quack'!



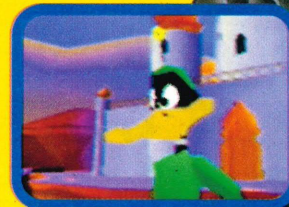
WE MET the creators of this game and, after they got over the shock of being questioned by a giant dog with a seal strapped to its back, they gave away a good few of their secrets! For example, Duck Dodgers has to collect atoms to prevent Marvin the Martian from getting them - that evil alien wants to use them to fuel a weapon which is going to blow up planet Earth!

This game is absolutely massive, with loads of mini-games and different levels to sniff about on. It's due out in June 2000, so get ready to save the world!



THIS IS THE F'REAL SEAL BRINGIN' YOU THE REAL DEAL!

This is what a real alien looks like. A huge, shiny cranium with ridiculous tufts of hair peeping out above false ears. I ain't actually seen em' innit, but was told what to look for by Bugs!



Martian Alert

NOW on the Game Boy, Marvin the Martian has once again decided that he wants to blow up the world. Tssk! Will that pesky martian ever learn? Poor old Bugs Bunny was on his way to White Sand Beach for a holiday when he discovered Marvin giving his dog a telling off for chucking to earth his Bubble gun, and the ten bits of parts he needed to finish off his teleporter.

Now Marvin's on the hunt for these misplaced gubbins and he's going to use them to destroy the whole world! That darned Martian is going to ruins Bug's Holiday by forcing him to save Earth, Damn it!

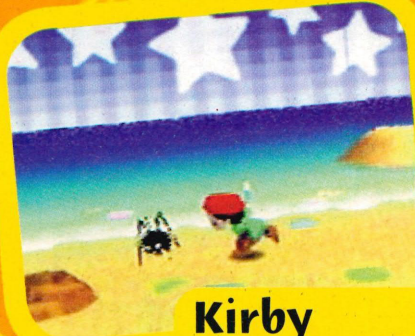
Featuring the adventure aspects of Zelda and plenty of collecting like in Pokémon, Bugs has to pick up up to fifty-two

Looney Tunes characters, and transforms into them to progress through the game. The game also allows you to trade characters with your mates via link up and has six different two-player link up games. Wow! How did they cram all of that onto that tiny cart?



Forget your Monet's and Van Gogh's! The best works of art are right here on the N64!

Try to keep your jaw off the floor and your eyes in their sockets as you wander around Scoop's stunning collection. Gaze your eyes over some of the most beautiful games ever...



Kirby

THE pink puffball is back on Nintendo next year. He may look camper than a row of pink tents but Kirby can (and will) kick ass next year.



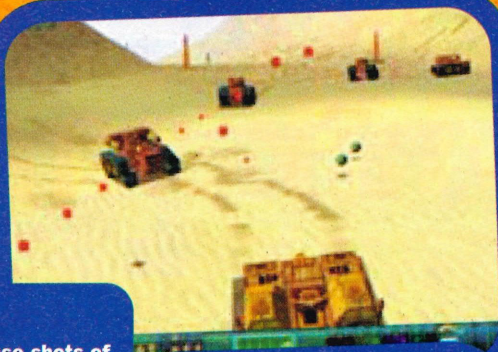
SCOOP'S GALLERY

A priceless collection of paw prints!



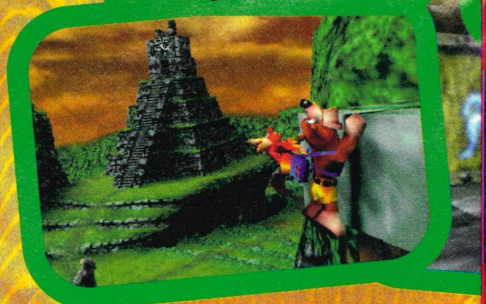
WMC

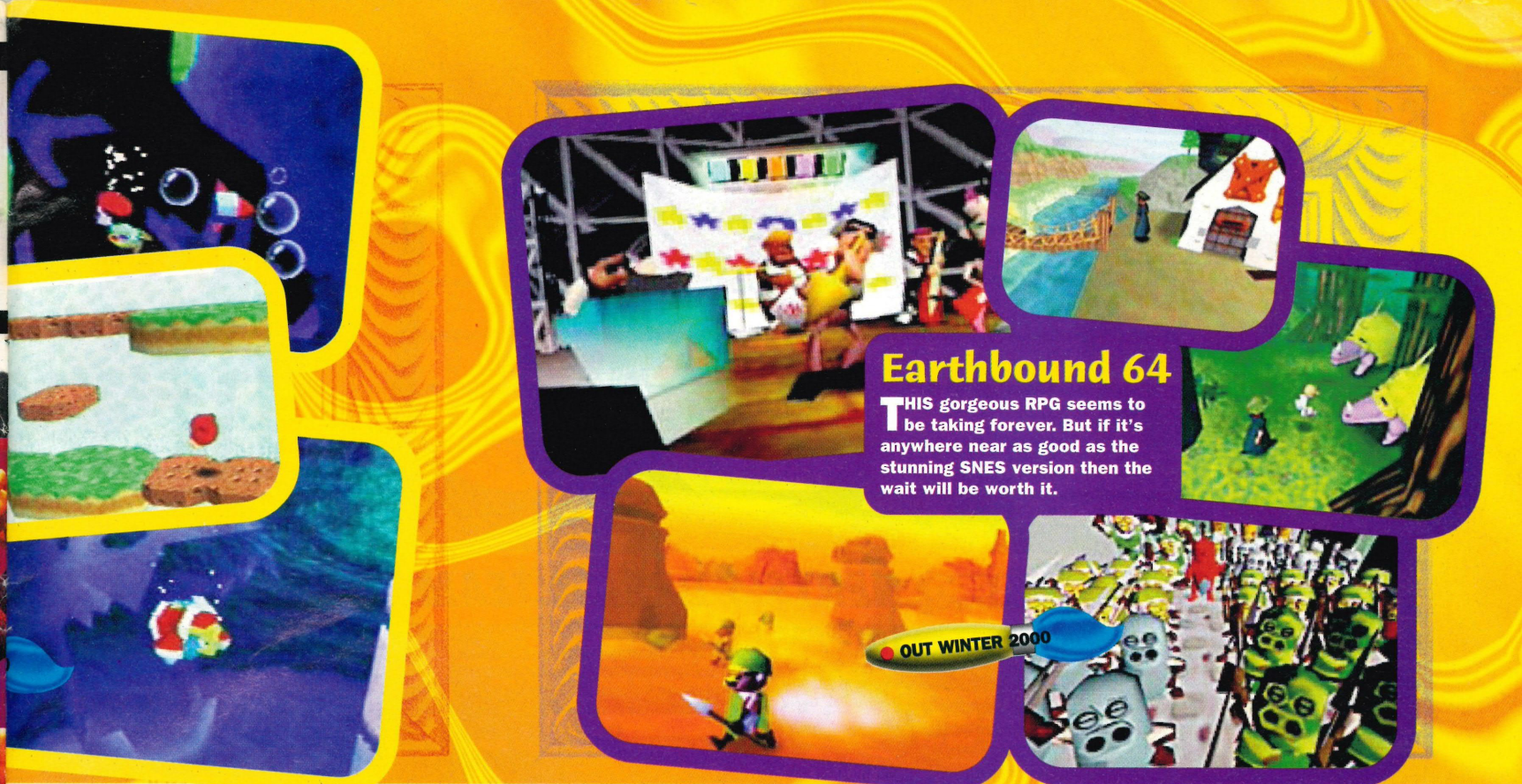
CHECK out these shots of this brilliant war game. Carrying more weapons than a Texan gunsmith it looks a total blast.



Banjo Tooie

THE bear and bird are back! Check out these awesome scenes from Banjo Tooie. Look right - it's a T-Rex Banjo and Pterodactyl Kazooie! Aca.

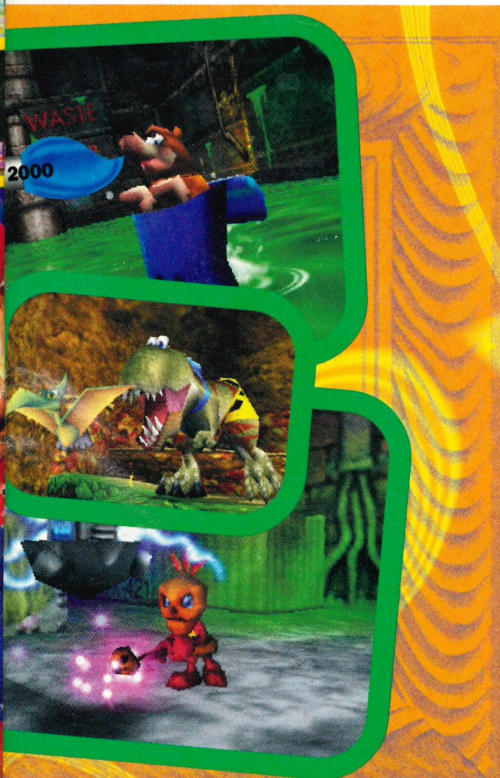




Earthbound 64

THIS gorgeous RPG seems to be taking forever. But if it's anywhere near as good as the stunning SNES version then the wait will be worth it.

ERY OF GAMES!



Starcraft

Command and Conquer fans will be knocked out by this brilliant strategy game set in the future. It's even got a Two-player mode!

LEAGUES

This is football! Well, it's not really. But it's like football. The games are the players, and each month, a team member creates their dream team. You can check out the progress of the software makers in the League, too.

Overall Picture

Our resident Merlin takes every game we've ever reviewed and tosses them all together in a big magic hat. A quick wave of his wand and some mystical mutterings later and, tadaa! out comes a white rabbit... and er no that's not right. Erm (tap, tap) mumble, mumble and...tadaa! D'oh! Does anyone want some flowers? Oh well it always works when that Paul Daniels tries it. Look, it's magic okay, magicians never reveal their secrets. Anyway... 196 Gaming Tricks appear.

A taste test reveals:

- 59 Miraculous Miracles (30% Excellent games)
- 68 Goodly Spells (35%)
- 38 Middling Magic Tricks (19%)
- 31 Crap Con Tricks (16%)

65% Above Average 35% Below Average

What's it all about?

CAN'T figure it out? It's dead easy, and it works like this. Every game we review is looked at by every member of the N64 Pro panel of experts and is awarded points on a scale ranging from 3 points for a top notch effort, right down to -2 points for an enormous steaming turd of a game. These points are then totalled up for each publisher and the League Tables are born. Just like the football leagues work really, but with games instead of teams...

N64 PRO NERY'S'S DREAM TEAM

Nintendo All-Stars

WHAT! YOU'VE BEEN here on N64 Pro for HOW long, and you still haven't picked your League table Dream team? Time to have a go at football management...



1 Worms Armageddon

A solid colossus of a game, Worms won't let us down in goal.

2 Ready 2 Rumble

Fast on its feet and tough as toffee, R 2 R is a top in defence.

3 Turok: Rage Wars

Turok is the toughest defender on the Nintendo, bar none.

4 Zelda 64

This veteran still shifts it in midfield.

5 WWF Wrestlemania 2000

The Rock and co. are the dependable Southgate of Nintendo's defence.

6 Xena: Warrior Princess

This ancient and quick witted Warrior defends like a demon.

7 Diddy Kong Racing

Diddy makes the perfect speedy feeder to striker Donkey.

8 Wetrix

This puzzler asks a few tough questions of the opposition.

9 Donkey Kong 64

We paid over the odds for this inventive striker, but he was well worth it.

10 Resident Evil 2

This relentless striker takes no prisoners and uses dirty tactics to get the result.

11 Star Wars Pod Racer

This fastest player in the game, this winger steals the ball from under their noses.

Substitutes:

12 Bust-a-move 99

This player always has a few surprises up his sleeve and a lot of stamina.

13 Rocket: Robot on Wheels

This innocent looking little fella is speedy and resourceful in attack.

14 Premier Manager

It's good to see a manager who still capable of putting on the moves if he needs to.

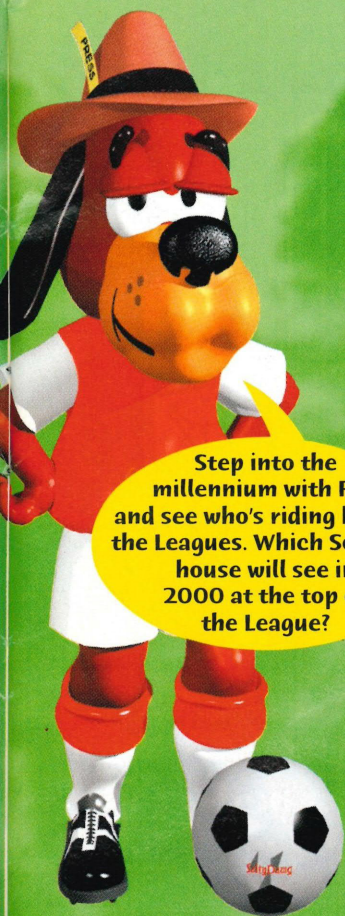
15 Jet Force Gemini

The twins are the teams sharp-shooting secret weapon.

16 Perfect Dark

This fella has to remain on the bench until his work permit arrives in April.

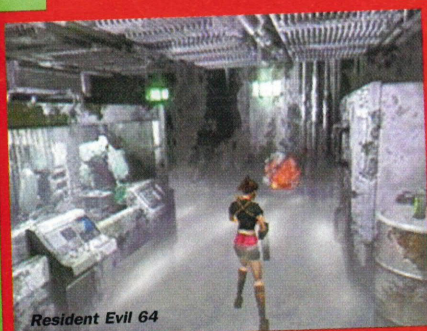




Step into the millennium with PRO and see who's riding high in the Leagues. Which Software house will see in 2000 at the top of the League?

Hall of Fame

Resident Evil faught off some fierce defence and sent the Virgin ball straight into the back of the net with it's zombie-smashing, blood-covered right foot. A fantastic runner with great stamina.



Resident Evil 64

WWF 2000

WWF made a fantastic run down the wing and played dirty to get to the position of star player – so well played chaps. The rock has been awarded a well-deserved man of the match medal.

STAR
PLAYER

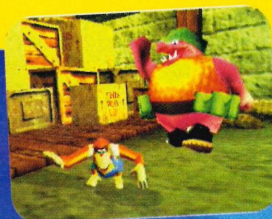


2pts Road Rash 1pt Knockout Kings 1pt

Key: R = Games Released E = Number of games rated Excellent (3 points) G = Number of games rated Good (1 point)
A = Number of Average games (0 points) S = Number of games rated shite (-2 points) Pts = Total number of points scored

N64PRO PREMIER LEAGUE

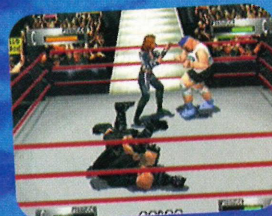
Publisher	R	E	G	A	S	Pts
1 ► NINTENDO	38	18	14	2	4	60
2 ► Acclaim	23	9	13	1	0	40
3 ► Infogrames	12	4	6	0	1	19
4 ► Electronic Arts	14	6	2	4	2	15
5 ► Konami	16	3	6	6	1	13
6 ► Rare	7	5	1	0	1	14
7 ▲ Ubi Soft	7	2	4	1	0	10
8 ▲ THQ	10	1	4	4	1	7
9 ▲ Titus	4	1	1	1	1	5
10 ▼ TAKE 2	4	1	0	2	1	4
11 ▼ Midway	5	1	1	0	2	3
12 ▼ Codemasters	1	1	0	0	0	3



Donkey Kong 64 – Rare



Chef's Luv Shack – Acclaim



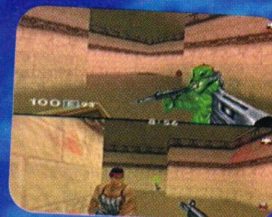
WWF 2000 – THQ

N64PRO LEAGUE DIVISION 1

Publisher	R	E	G	A	S	Pts
1 ▼ Hasbro	1	1	0	0	0	3
2 ▼ Virgin	1	1	0	0	0	3
3 ▼ Namco	1	0	0	0	3	2
4 ▼ Activision	3	1	1	1	1	2
5 ▼ Human	2	0	1	1	0	1
6 ▼ T&E Soft	1	0	1	0	0	1
7 ▼ Crave	2	0	1	1	0	1
8 ▼ Culture Brain	1	0	1	0	0	1
9 ► Lego Media	1	0	1	0	0	1
10 ▼ Hudson	7	1	1	3	2	0
11 ▼ Seta	1	0	0	1	0	0
10 ▼ GT Interactive	23	2	8	6	7	0
11 ▼ SCI	1	0	0	1	0	0
12 ▼ Bottom Up	2	0	1	0	1	-1
13 ▼ ASCII	2	0	0	1	1	-2
14 ▼ Video System	1	0	0	0	1	-2



Paperboy – Midway



Turok: Rage Wars – Acclaim



Lego Racers – Lego Media



Super Smash Brothers

Note: Where two or more publishers have the same points totals, the number of games released is used to separate them, with the more prolific producer being given the advantage. In cases where records are identical, personal preference among the members of the team comes into effect.

Millennium Special



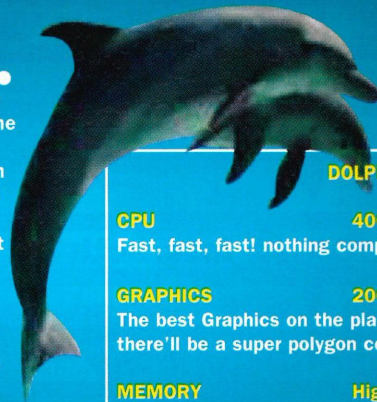
The new millennium marks a new era for the games industry and none more so than Nintendo. With announcements of new platforms like Game Boy Advance and Dolphin, games will change for the better, and there's a stack of great titles to look forward to. Here's the low-down of what's hot over the next twelve months...

Dolphin



NINTENDO'S new console is sure to be bigger, better and faster than everyone else's. The system specifications are astounding, but as of yet no-one has seen it. All that is going to happen this year is the official unveiling scheduled for Spaceworld in August, and the launch not long afterwards.

Nintendo have made quite a few promises about this new console and a simultaneous worldwide launch would please a large number of us game fans in the UK. Imagine, you won't have to wait for six months for the PAL version to be released - wicked! Add to this mix the fact that Nintendo always make the very best videogames and this new beast is sure to be a massive hit.



DOLPHIN SPECS

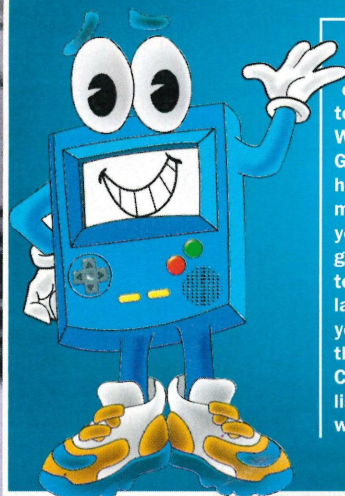
CPU 400Mhz Gekko Processor
Fast, fast, fast! nothing compares to the power of IBM!

GRAPHICS 200Mhz ArtX 3-D Processor
The best Graphics on the planet - 3-D will be no problem and there'll be a super polygon count!

MEMORY High Speed Dram (16-32Mb)
Lots of superfast memory to enable more realistic gameplay.

FORMAT DVD Rom (4.7Gb storage capacity)
Lots of storage space to make the games you play even bigger with loads more detail. Around 15-20 times bigger than Zelda! Wow that's big!

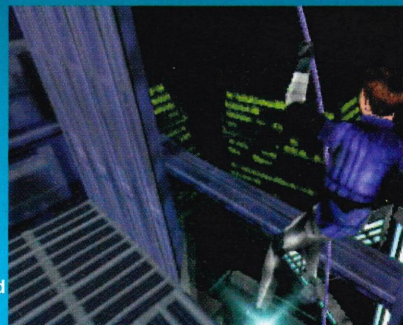
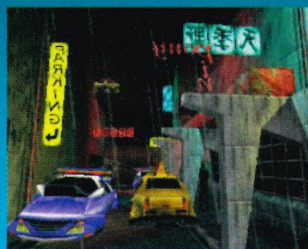
Game Boy Advance



THE NEW Game Boy will use a 32bit RISC CPU and will be compatible with mobile phones to access the internet and email. When using the machine with your Game Boy Camera you'll be able to have video conferencing and also multiplayer games when you can actually see your opponents face. This device is not just a games system but a personal communication terminal - awesome! Look out for more news later in the year and put this on your Christmas list for next winter!

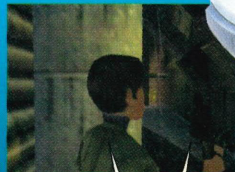


Perfect Dark

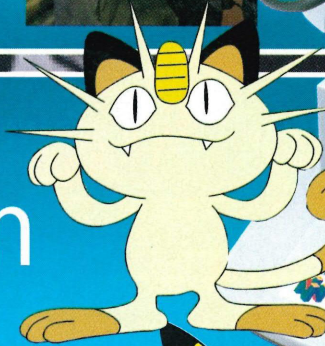
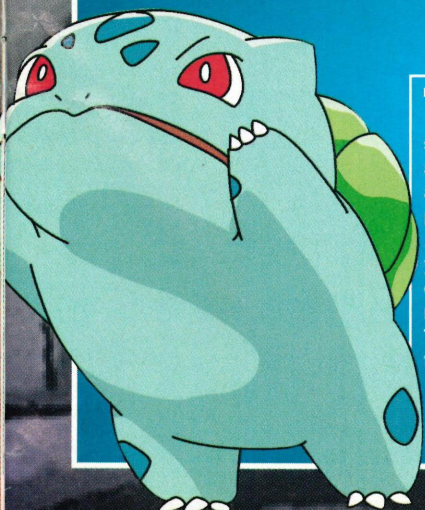


PERFECT DARK is going to be massive, the *GoldenEye* sequel has had more hype than most other titles and deservedly so! It has suffered from a few delays recently but hopefully that will only improve the game even more than when we play it at ECTS. The game is about a female secret agent named Joanna Dark who must rescue a scientist from the evil DataDyne Corporation. There are a whole host of new features with realtime lighting effects and Acoustic Shadowing Technology to make the game sound as good as it looks.

The great multiplayer aspect is here in full with a host of new levels as well as some of the more popular *GoldenEye* levels. Add to this, the ability to map your own mug shots onto the characters with the use of a special Transfer Pack and a Game Boy Camera and you've got possibly the best multiplayer game ever!



Pokémon Stadium



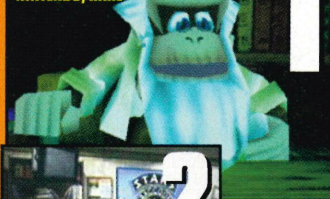
THE POKÉMON phenomena is massive and there are several new games based around the little critters appearing this year. The most prominent of these releases is *Pokemon Stadium* which gives you a 3-D arena in which you can fight your favourite monsters. The game uses the Transfer Pack to take data from your Game Boy so you can play with all your collected monsters in full 3-D.



Top 10 GAMES of 1999

We have taken a vote in the office on the most outstanding games to be released on the N64 last year.

Donkey Kong 64
NINTENDO/RARE



2

Resident Evil 2
VIRGIN INTERACTIVE



Jet Force Gemini
NINTENDO/RARE

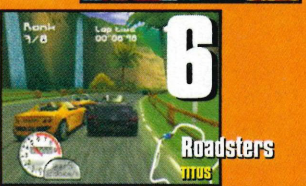


4

Rogue Squadron
NINTENDO



Ready 2 Rumble
MIDWAY

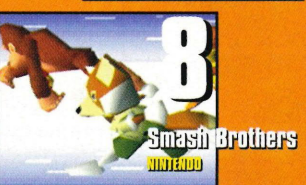


6

Roadsters
TITUS



Star Wars Racer
NINTENDO

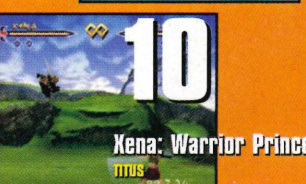


8

Smash Brothers
NINTENDO



Beetle Adventure Racing
ELECTRONIC ARTS



10

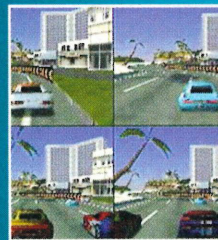
Xena: Warrior Princess
TITUS

Starcraft 64

STARcraft started life on the PC a couple of years ago and won PC Game of the year in 1998. It is a Realtime Strategy game of epic proportions which basically pits your leadership skills against those of other racers. You must build units and advance technologies by collecting resources and training your troops in a style very similar to *Command and Conquer*. There are three different races to control each with alternative objectives to complete and an awesome split screen two-player Battle mode which will keep you playing for ages.

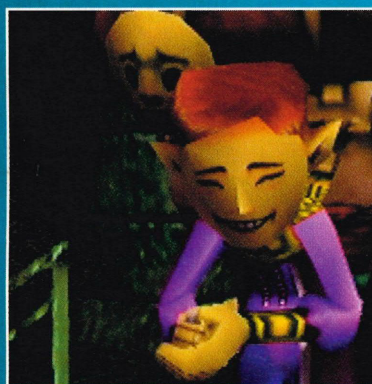
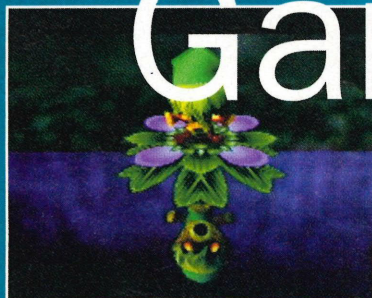


Ridge Racer



IT HAS been a long time coming but at last the N64 version of the racing classic *Ridge Racer* is almost ready. The game features elements from all of the *Ridge Racer* series and combines them together to give you the ultimate *Ridge Racer* experience – with an added Four-player mode where you can race all your friends. There are a massive amount of cars to choose from and the graphics are promising to be superb. Look out for this monster racer around Easter time!

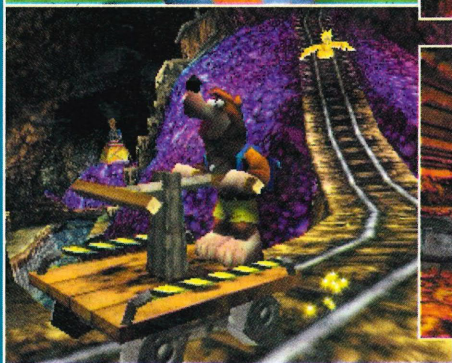
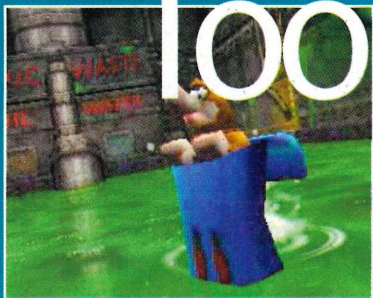
Zelda: Gaiden



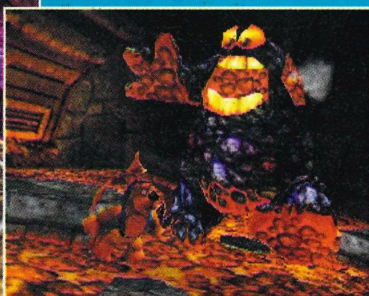
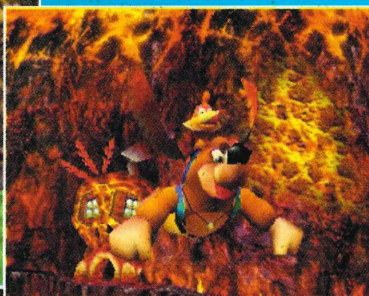
ZELDA : *Gaiden* is the much anticipated sequel to *Ocarina of Time* and features lots of new ideas and adventures. The story tells how Link has his horse stolen and chases the criminal through a door into a parallel dimension. This world looks very similar to Hyrule and lots of memorable characters are still present although slightly different. Link can gain new powers by wearing different masks and must stop the moon falling to crush the earth. The game requires the 4Mb expansion pak to run and should be available around Christmas next year. Keep your eyes peeled for the best ever adventure all over again!



Banjo Toobie



IT SEEMS a long time since we completed *Banjo Kazooie* and sometime soon we'll get to find out how to access those secret areas. The sequel *Banjo Toobie* is still in development but from the screenshots it seem obvious that it uses the expansion pak to help the lush graphics. There are eight new worlds to explore and each world will have mini-games and more mumbo magic. This time around Banjo can release Kazooie from his backpack and tackle certain areas on his own, but added to this both Mumbo Jumbo and Kazooie can also be playable characters. There is a multitude of multiplayer games and all the usual Dolby Surround sound and Widescreen options that you expect from Rare. Check out the first screenshots and watch out for more news coming soon...



Rare's Secret Project!

NOTHING IS known about this secret project but with developers like Rare on the case this is sure to be amazing. We cannot give you any information about this as everyone is keeping tight-lipped, so we decided to run a little competition to let you have your say.

Guess what this project is going to be and we'll print your responses and also send the person with the closest answer a free copy of the game! Get your brain working and write your answer to 'Can you Keep a Secret? Compo', N64 Pro, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS

Answer...

Name

Address

Postcode

Age

1. All entries must be received by 20th February 2000.
2. There is no cash alternative.
3. Editor's decision is final and no correspondence will be entered into.
4. No employee of Paragon Publishing or any company with products on offer within this competition is eligible to enter.

5. Only one entry per person.
6. By entering, competitors agree to be bound by the rules and requirements of the competition.
7. You may be sent news about products and opportunities from related companies.
8. If you do not wish to receive such information, please indicate as such on your competition entry.

ONLY £3.95



INCLUDING!

**Part One of Donkey Kong 64,
A Bug's Life and the end
of Jet Force Gemini!**

MORE!

**Most Nintendo magazines can only
devote 10-12 pages to solutions – we
have 132 packed pages every issue**

SORTED!

**64 Solutions gives you full game
maps, handy hints and the very
latest push-button cheats!**

GIANT!

**132 pages of unadulterated
gaming heaven!**



PLUS!

**The complete
A-Z of N64
cheats and tips.**

ORDER NOW

Please rush me 64 Solutions #15
priced at £4.95 including postage and
packing.

I would like to pay by:

☐ Cheque/Postal Order

(Please make payable to Paragon Publishing Ltd)

☐ Credit Card

☐ Switch/Delta

Card type:

Card number:

Expiry date:

Switch/Delta number:

Name:

Address:

.....

.....

.....

.....

Postcode:

Phone number:

Signature:

Date:

Please return this coupon or a photocopy
of it (together with your cheque/PO
made payable to Paragon Publishing Ltd)
in an envelope and post it to us free
(within the UK) to the following address:

64 SOLUTIONS SUBS/BACK ISSUES,
PARAGON PUBLISHING LTD,
FREEPOST (BH 1255),
BOURNEMOUTH BH1 2TA.

Alternatively fax your coupon to
(01202) 200217
or ring the 24 hour order hotline on:
(01202) 200200

What the **** is wrong with you people?

South Park Rally

REVIEW



After taunting us with it for months, South Park Rally is finally being released. It's about time for another dose of those obnoxious kids!

AFTER THE not-too-impressive *Chef's Luv Shack*, we needed a pep talk from the *South Park* clan to perk us up. N64 Pro takes no prisoners when it comes to calling a 99 cent weener of a game exactly what it is! So how does *South Park Rally* measure up?

Parky

South Park Rally takes all your favourite 2-D *South Park* dudes and makes them fully 3-D for this wacky racer. The graphics aren't exactly top of the range, but what *South Park Rally* lacks in funky screen candy, it makes up for in crazy, messed up weirdness and complex tracks and challenges.

There are the standard players to start off with, but you gradually unlock 29 of the shows resident oddballs: far too many to list here, but there are some real corkers involved in the race. Kyle's suicidal grumpy Grandpa whizzes through in a suped-up Wheelchair; Tweek, strung out on caffeine, twitches and squints his way round the courses in super speedy Tweek's coffee house car; and Cartman appears as himself and then again as the power crazy Cartman Cop, on a trike motorbike.

In true blasphemous *South Park*-style, Jesus, the Devil, Death, and Damien (son of Satan) happily desert their positions as forces of hellfire, fury and saintliness to take part in a ridiculous kart race.

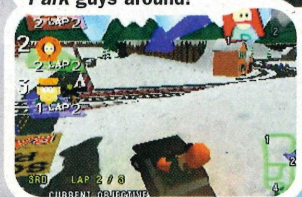
Tip-Xtreme



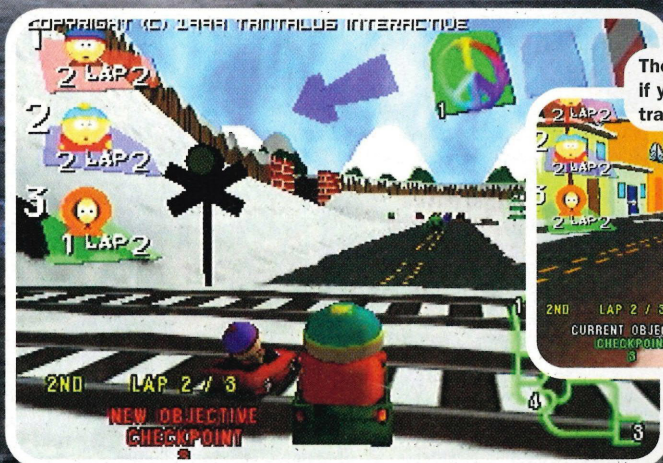
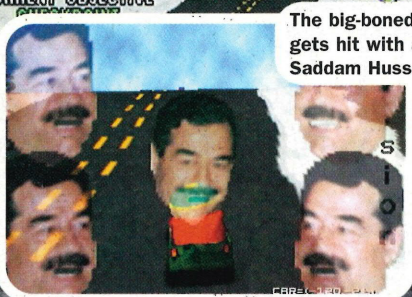
When you up the boxes, you store as many as at one time. So don't have to use them up to space for more!



A country drive can't be quiet with the *South Park* guys around!



The big-boned one gets hit with a Saddam Hussein!



The train will crush you if you stick around the tracks for too long!

Pick up prizes

There are absolutely loads of different boosters and weapons to pick up which will help you to win!



1 Cartman Cop sends out his ten dollar Ho to spread diseases.



2 Mr. McKay's car gets explosive diarrhoea from a bad Taco and gets a speed burst.



3 Tweek picks up a puker now he can make the other cars skid by feeling unwell.



4 Cartman picks up a Terence and Phillip box and gets a burst of green fart power.



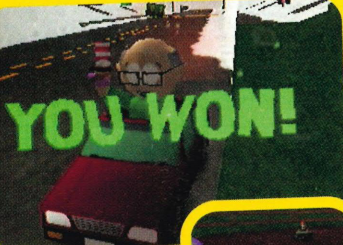


5 The alien anal probe laser does serious damage if pointed in the right direction.

ally

tra

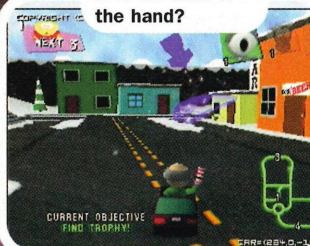
pick
us
er
can
three
you
sh to
make

Crazy Madness!

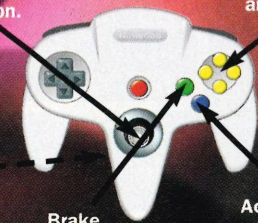




The Fat kid takes on Mr. Garrison and his hand puppet, and loses.

Who's in charge?
Is it the man or
the hand?



CURRENT OBJECTIVE
FIND TROPHY!



Direction.

Adjust the camera angles.

Use your bonus or booster.

Brake and reverse.

Accelerate or start up engine.




CURRENT OBJECTIVE
FIND PIP!

CAR=(196,0,-185)


Bad s***

1




Death is hit by the ten dollar ho and has no choice but to slow down.

2



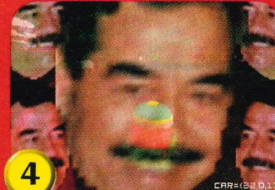
Mr. McKay is hit by a cat and stuck in a tornado. Hard life innit?

3



Pip makes a mess of a mouse on the track and skids about.

4



Uh-oh! That chirpy little monkey, Saddam Hussein, pops up and gets in the way.

South Park Rally

Big and gay

Rally isn't just a game that cashes in on the *South Park* label. Its uses *South Park* to inject a lot of humour into a quality racing game. The courses are at times quite alarmingly difficult to negotiate. Big Gay Al's race circuit takes place in his house, so the track isn't obvious or simple to follow. It's just reckless rallying madness in a big gay house with a pool and a river running through it!

The easiest track to follow is the city, which is actually set in *South Park* itself. But even here there are a lot of unexpected dangers: The school bus lurches towards your little kart like an aggressive drunk; the

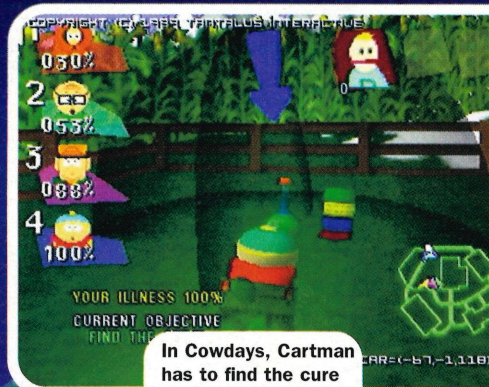
snow ploughs make sharp and unexpected dives which crush you; and a ruthless train drags you along the track with it and dumps you miles away if you get caught up under its cartoony wheels!

Underpants

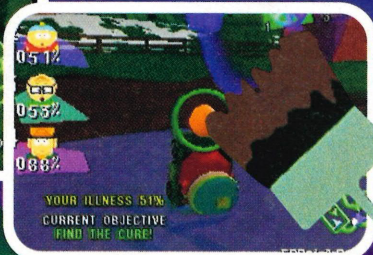
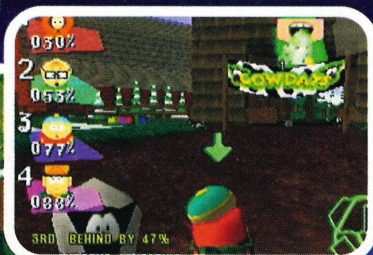
There are loads of different mode races too, all with a special *South Park* touch that turns a simple tag race or a treasure hunt into something far more zany. The spring cleaning race involves capturing or stealing a pair of underpants and hanging onto them as you cross the checkpoints in order. Underpants? I ask you!



Too many baked beans give Cartman a speed boost!



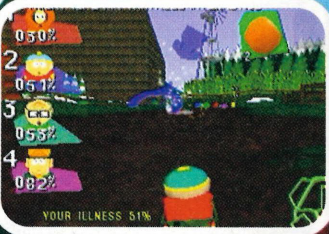
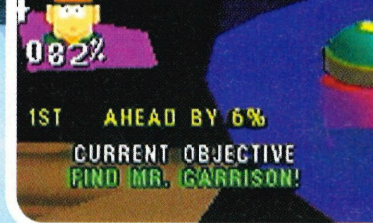
In Cowdays, Cartman has to find the cure for his sickness!



Features



Trains, buses, snowploughs and deer either attack you, or get in your way!



Cartman gets caught in the flying underpant halo! As you do.

Those crazy South Park folk...

THERE are an incredible 29 characters to unlock, including some of the most unlikely racing heroes!

1 Terence Gribble car for Philip J. Love (Ho ho!)

Places...

THERE are loads of different tracks to play on and unlock, and a good few of them are a lot more complicated than you might expect!



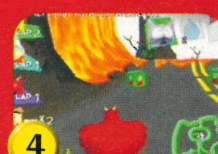
1 Getting down on the farm with the sheep.



2 What on earth is that sheep doing?



3 The colour scheme in Big Gay Al's house.



4 The Devil and a river of Lava. Just like home, eh?

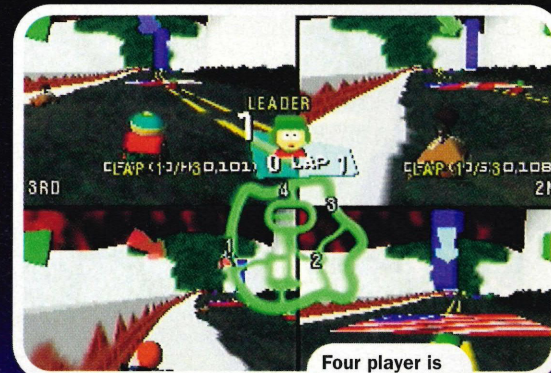


5 Satan ventures inside the volcano.

Tip-Xtra



Some of the Kart's handle differently according to the character in the driving seat. Tweek, for example, drives really fast, but is very hard to control due to being the poor guy being strung out on caffeine!



Four player is fast, frantic and fantastic fun!

In the Asses race, your Kart starts out being orbited by four round, pink asses which you loose as you pick up damage. There are 14 of these bizarre and brainless races to choose from which you can mix 'n' match with the tracks, making the gameplay varied and challenging.

You can also pick up puke power too, where your racer lays out a big, skiddy pile of puke. Or you might just get hit with a Saddam Hussein, where the scary moustached one will loom onto your screen and block your view.

This has got to be the wackiest racer around. The gameplay is pretty funky, but add to that the *South Park* soundbites, total disrespect for authority, talking poos and methinks we've got ourselves a winner! ● NC

Dirty ho's

The game's top feature are the nuttier-than-a-squirrel's-store-for-winter pick-ups and weapons. You can, amongst others, pick up a ten-dollar ho; a cheaply dressed tart which you shoot at the other racers. "Ten dollars a lay, five dollars a ****" she drawls, and then gives them a dose of something pretty nasty, slowing them down and covering the screen with splodges of lippy.

"It's crazy, reckless rallying madness in Big Gay Al's Big Gay House!"



89%



Why...

This has to be the wackiest of zany racers around! That, plus the tracks, challenges and *South Park* humour means this game kicks ass! **Nerys**

Breakdown...

GRAPHICS 7/10
SOUND 8/10
GAMEPLAY 8/10
LASTABILITY 8/10

Why not try...

Marlo Kart 91%



Other Views...



RUSS This game is not like most other racers, it's fun, humorous and all produced in crazy *South Park* style!!



MARK The best *South Park* game so far. Not as good as *Marlo Kart* but ten times funnier. Fans'll love it!

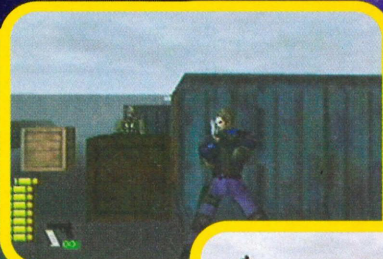


REVIEW

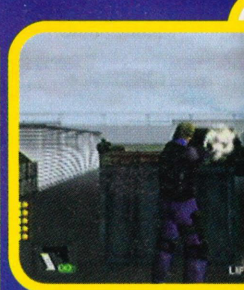
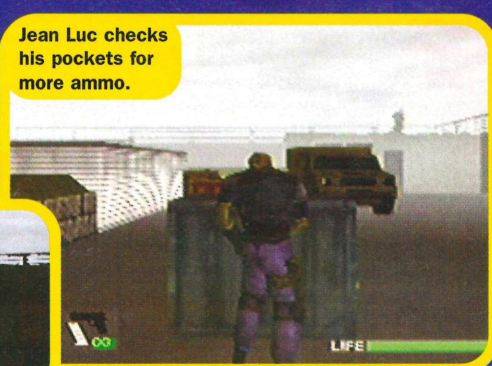
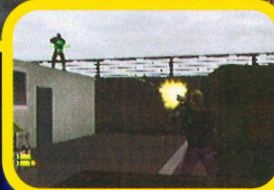


British Release

Keep down! They've spotted us. Stop breathing so loudly, will you?



Jean Luc checks his pockets for more ammo.



Tactical Moves



That sucker's cornered. Take him out.



The light coloured wooden boxes explode when shot.



So try not to get too close to them. Like this.



That white box is a health pack. It restores your health.



A SWAT team, more highly trained than a troop of dancing horses and as hard as stale bread, have been split up. But these guys don't give up easily!

ALRIGHT, alright, so it's not *GoldenEye*. But what could be, except the great game itself? In *Winback*, you know your mission. You've been dropped into the area, you've got your guns and you know your objective. But you've lost your mates – everyone bailed out of the helicopter and it's up to you to find out where they wound up.

G-string

First, we've got to get over the fact that Jean Luc – your character –

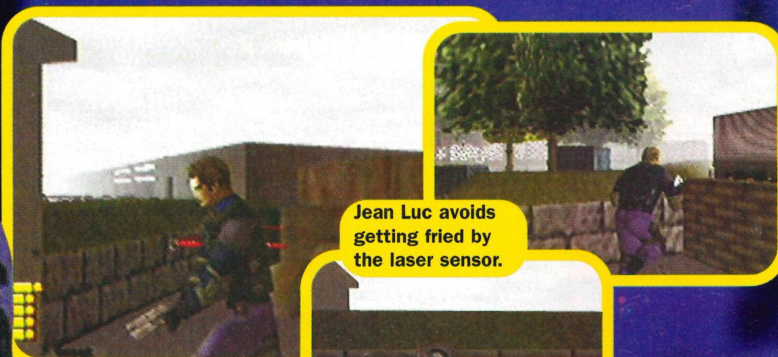
walks as if he's wading through a swamp full of leeches, trying to keep his feet out of the water as far as possible. Try to sidestep, as well, the fact that he looks like he's wearing a G-string OVER his combat trousers. Then squeeze past the fact that the levels are quite long and you can't actually save until you've completed one, and you can finally have a look at the gameplay that *Winback* has to offer.

Stealthy

There's a fantastic feature in Jean Luc's moves which makes him the stealthiest special operations cop ever. He hears a noise in the distance – men running towards him or the shouts of officers – and leaps into action. He then presses himself



Keep well down behind the conveyor belts.



Jean Luc avoids getting fried by the laser sensor.

JEAN-LUC: "WAAH!! A LASER TRAP! ONE SLIP AND I'D BE CRISPY CRITTER."

Winback



The Deadly Sensor. This runs red cables around the place which fry you.



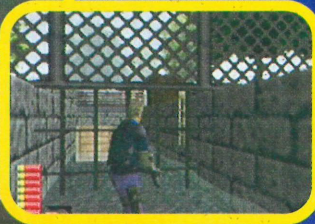
That's the sensor there – it'll fry your eyes in their sockets in a second.



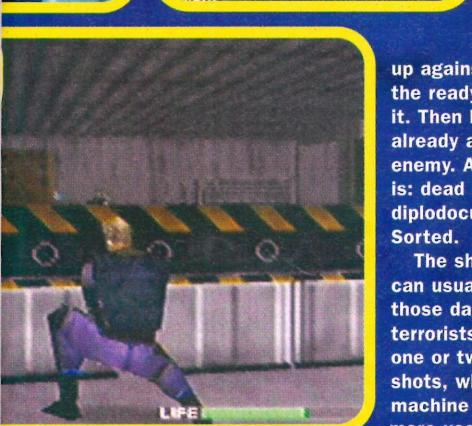
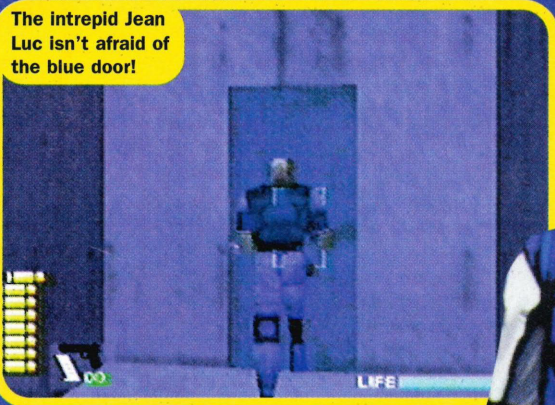
So you need to take them out. And we ain't talkin' 'bout a dinner date.



You need to take this sensor out from the window to get to the health pack.



The intrepid Jean Luc isn't afraid of the blue door!



up against the wall, gun at the ready, and edges along it. Then he leaps out, having already auto-targeted the enemy. And BANG! There he is: dead as a diplodocus. Sorted.

The shotgun can usually take those dastardly terrorists out in one or two shots, while the machine gun is more useful for long-

“The shotgun can usually take out those dastardly terrorists!”

range shots and taking out those shifty snipers. The handgun takes about six shots to kill anyone, but the good thing about that little trooper is that

she will never fail you by running out of bullets – the supply is endless as Jean Luc ducks and hides behind things, popping up only to pop a cap into those nasty baddie's brains.

Okay, so it's not *GoldenEye*, we've already established that. The routes around the area are too structured, the graphics aren't as good, Jean Luc is a bit too blocky for

his own good and his movements look, well, a bit like he's an animated stick man without joints in his arms or legs. But the gameplay is challenging and engrossing and gets steadily harder and more complex as the game goes on. And Jean Luc's impressive forward rolls are really something to behold! ●



Jean Luc uses his stealth attack to take out the two guys on the bridge.

Yah! That'll teach you for giving me a wedgie when we were in PE!

Jean Luc checks his pockets to find – damn – he's left his keys in the dinner hall.

He'll suffer for stealing all the best chocs and leaving the coffee creams!



Tip-Xtra

In the first room you go into, don't shoot the guy in the back! Wait until he walks over to the table then shoot him and a health pack will appear.

82%

Why...

It's a compelling shoot-'em-up with some fantastic moves. But old Jean Luc really needs to get some movement in those joints if he's going to make it as a super hero!

Nerys

Breakdown...

GRAPHICS 6/10
SOUND 7/10
GAMEPLAY 8/10
LASTABILITY 8/10

Why not try...

GoldenEye 96%



Other Views...

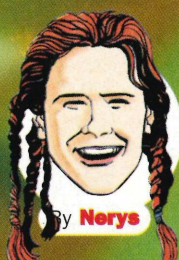
RUSS A game that couples shooting with SAS-style moves. Great fun!

MARK Winback is a storming stealthy shooter that's no *GoldenEye* but worth a sore thumb anyway.

On your feet, soldier!

Army Men: Sarge's Heroes

REVIEW



Nerys

There's nothing like the smell of torched plastic to make you choke and your eyes weep!

Practice your shooting in the boot camp first.

The Multiplayer mode is brilliant fun – check out the warming effects of the flame-thrower! Scorching!

Tip-Xtra

Watch out for the guy with the flame-thrower. He's going to toast your ass if you get anywhere near him, so shoot him down from a distance first!

Going Great Guns!



The machine gun is for long-range fast-fire damage.



Mortars are long-range. You need to be a good shot, though!



The detector can find mines before they blow you up.



Bazookas blow up the big stuff, like tanks.



The flame-thrower melts the Tans – but only at close range.

YOU START out on your missions to save Colonel Grimm from the evil Tan Army with just a rifle, but as you run about you collect as many as 13 weapons, including a sniper rifle, grenades and a flame-thrower.

It's Torch-er

Every weapon specialises in a particular type of attack. The flame-thrower is one of the best: it looks good, it feels great and it makes those soldiers do an Indian war dance as they die! The settings which you choose for your game make a whole heap of difference too. If you're a novice soldier, don't go setting the difficulty meter on Expert – you'll never survive! Unfortunately the aiming facility is slower than a 98-year-old woman trying to push start a lorry on a hill.

“So what are you made of? Plastic? Get out there and show your metal!”

Two Inches

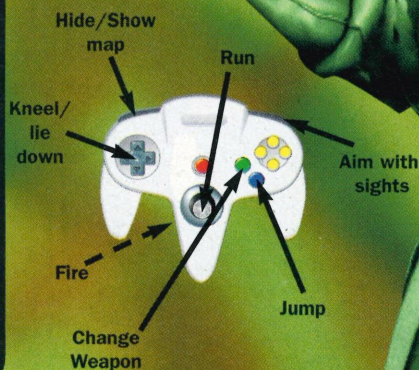
The graphics work well – the environments are just big enough to explore, but not so big that you lose yourself and your opponents in them. There's the 'Real World' where Sarge and his men are only two inches high, and battle it out in the kitchen, bathroom, garden and living room. There is also the

'Plastic World' where the guys are full size and battle it out like full grown men. In single player mode, you've got 16 different missions to complete, each with as many as five different objectives.

The multiplayer is great fun with plenty of environments and lots of methods by which you can melt, mortar and generally take out your mates. So what are you made of? Plastic? Get out there and show your metal, soldier!



Pick up the health pack and the Bazooka!



Reporting for duty, SAH!

80%



Why...

It's not *Turok* or *GoldenEye*. But its got a cool multiplayer and enough quirky ideas of its own to make it worth a look.

Nerys

Breakdown...

GRAPHICS 7/10
SOUND 7/10
GAMEPLAY 8/10
LASTABILITY 7/10

Why not try...

Rainbow Six 93%



Other Views...



MARK Not terrible but hardly awe-inspiring! It's full of good ideas but could use more blood!

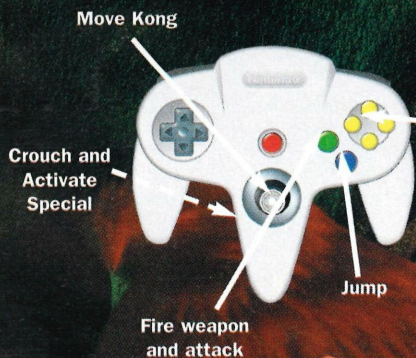


RUSS Doesn't cut the mustard in comparison to *GoldenEye* or *Rage Wars*.

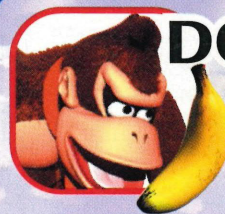
Publisher 3DO • Contact 0171 490132 • Release Date Out now • Max. Players 04 • Price £39.99

DONKEY KONG 64

THERE'S trouble in Donkey Kong Island, all of Donkeys friends have been imprisoned and his entire banana hoard has been nicked! Your task is to rescue your companions and then find all of your stolen bananas. Once you have reclaimed your precious fruit you can then take on the evil King K.Rool in a battle to the finish.

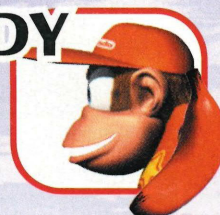


C-up - Gun Sight and Music
C-down - Zoom in and out and Fairy Camera (special)
C-Left - Move camera and Weapon (special)
C-Right - Move Camera and throw Orange Bombs
R-Button - Centre Camera



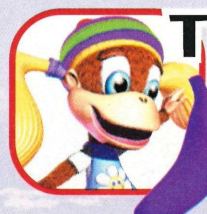
DONKEY

WEAPON: Coconut Shooter
MUSIC: Bongo Blast
BANANAS: Yellow



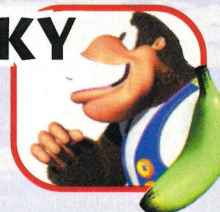
DIDDY

WEAPON: Peanut Pistols
MUSIC: Guitar Gazump
BANANAS: Red



TINY

WEAPON: Feather Bow
MUSIC: Saxophone Slam
BANANAS: Purple



CHUNKY

WEAPON: Pineapple Launcher
MUSIC: Triangle Trample
BANANAS: Green



LANKY

WEAPON: Grape Shooter
MUSIC: Trombone Tremor
BANANAS: Blue



CHEATZONE Donkey Kong 64

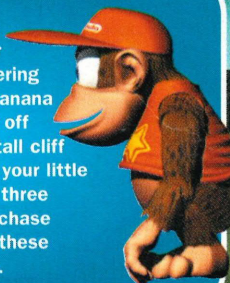
BEFORE YOU can attempt to rescue your friends, you'll need to visit Cranky's Lab. Cranky will give you a new skill if you complete his training barrels and then return to him with three yellow coins. The barrels will teach you how to swim, swing on vines, pick up and throw barrels, and use orange bombs. Once you have learned the Simian Slam follow the signs to the exit and use your new skill to open the gate.

JUST A short swim away you'll find a large croc imprisoned on a small island. Agree to set him free and K.Lumsy will help you to find King K.Rool. in the excitement he will also smash a boulder leading to the first level, uncovering the first Golden Banana.



DIDDY

SWIM BACK across to the main island and collect your first Golden Banana, before entering the cave. Show B.Locker your banana and enter the first level and set off to find Diddy. At the top of the tall cliff you'll find the cage imprisoning your little friend and you'll then be shown three switches with coconuts on. Purchase your gun from Funky and shoot these three switches to release Diddy.



CRANKY'S TRAINING LEVEL

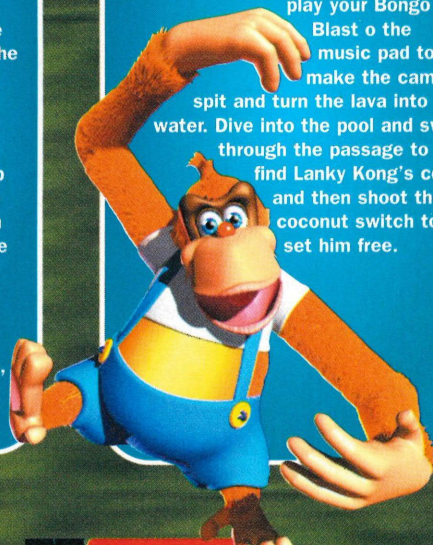
TINY

YOU'LL NEED to have found five Golden Bananas before you can attempt to rescue Tiny Kong. Once you have found enough fruit climb the steep steps and use the vines to swing across the waterfall. Enter the temple on the far side and show B.Locker the fruit to enter the second level. Use Diddy Kong to shoot the switch on the side of the first temple, then enter and slam the switch on the floor. Climb the tongue platforms, then shoot the switch opposite to make a tongue bridge appear. Carefully cross the bridge and play your Guitar Gazump to melt the ice over the pool. Dive in and swim along the passage to find Tiny Kong's cell. To free your lady friend use your Chimp Charge to slap the switch, then spell the word KONG to set her free.



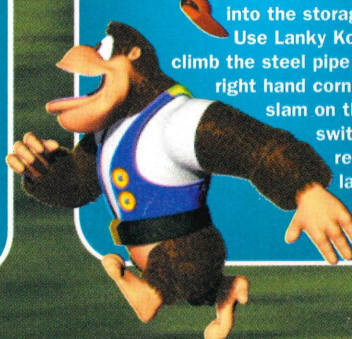
LANKY

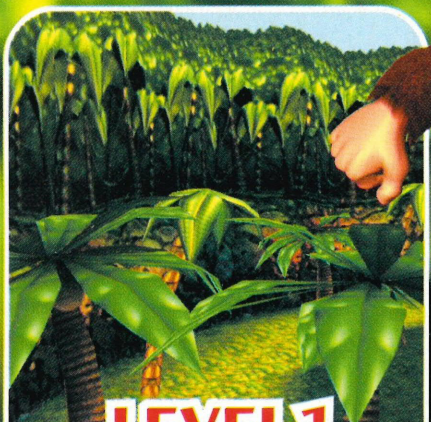
IN THE second clearing of the Angry Aztec level you'll find a temple with a camel on the door. Complete the barrel blast challenge to release the camel from his cage, then change into Tiny Kong and enter the temple. Once inside change back into Donkey Kong and play your Bongo Blast on the music pad to make the camel spit and turn the lava into water. Dive into the pool and swim through the passage to find Lanky Kong's cell and then shoot the coconut switch to set him free.



CHUNKY

YOU'LL NEED to have collected at least 15 Golden Bananas and also unlocked the first two keys of K.Lumsy's cage before you can rescue your massive buddy Chunky. Cross the thin bridge from K.Lumsy's island prison, then climb the tower to the top where you'll find some stairs. Show B.Locker your bananas and enter the third level, blast the clockwork crocs with orange bombs, then slam the switch to open the storm drain. Head left and down the pole to the bottom, then make your way through the production room and into the storage area. Use Lanky Kong to climb the steel pipe in the right hand corner, then slam on the switch to release the last of your friends.





LEVEL 1 JUNGLE JAPES

VISIT K.Lumsy on the small island ahead and agree to set him free to open the door to the first level. Show B.Locker the lovely banana you have just collected and wander in to start your adventure. Each of the Kongs has five Golden Bananas to find in this level and here are their locations.



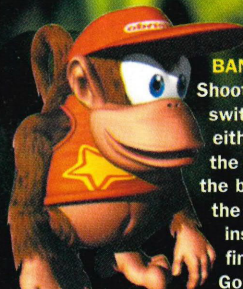
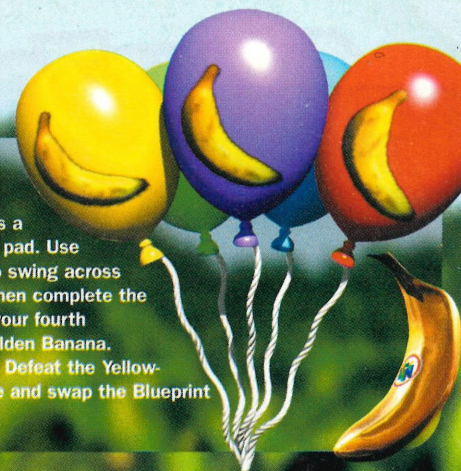
DONKEY

BANANA 1: The first banana is on the ground in front of Diddy Kong's cage.

BANANA 2: Find Banana 2 Inside Diddy's cage after you have rescued him.

BANANA 3: Smash the huts with Rambi the Rhino and then slam the Donkey Kong switch to make the third Golden Banana appear at the entrance.

BANANA 4: Above the huge rock is a barrel blast pad. Use the vines to swing across there and then complete the course for your fourth luscious Golden Banana.
BANANA 5: Defeat the Yellow-haired brute and swap the Blueprint with Snide.



DIDDY

BANANA 1: Shoot the switches on either side of the gate near the beginning of the level and inside you'll find the first Golden Banana.

BANANA 2: Slam the Diddy

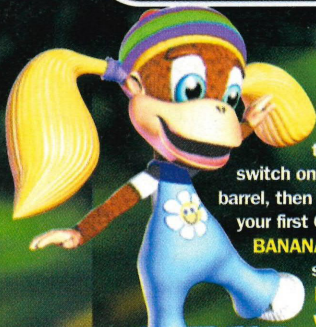
Kong switch outside Cranky's lab, then use the fourth Bananaport to warp back to the small lake. Climb the vine on the right to find the second Golden Banana.

BANANA 3: Shoot the switch on the front of the tower near Diddy's cage, then enter and find another Diddy Kong switch. Slam this switch to make the third Golden Banana appear on top of the tower.

BANANA 4: Enter the tower again

and use your Chimp Charge to break open the gate at the back. Hit the lo switch and then slam the Diddy Kong pad to open the gate on the left, then quickly climb the conveyor belts and hop into the Minecart. Collect 50 coins to get the fourth luscious Golden Banana.

BANANA 5: Defeat the Red-haired brute and swap the Blueprint with Snide.



TINY

BANANA 1: Head into the level and walk into the small cave on the left that Diddy opened. Shoot the feather switch on the wall and quickly jump into the barrel, then complete Splish Splash Salvage to win your first Golden Banana.

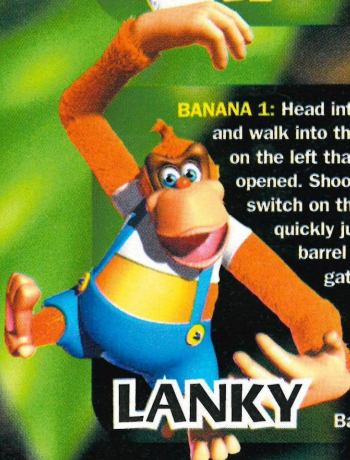
BANANA 2: Defeat the Purple-haired brute and swap the Blueprint with Snide.

BANANA 3: Go to the end of the tunnel with the Purple-haired brute and shoot the switches to open the gate. Now use the Mini-monkey barrel to shrink and

enter the beehive. Kill all the enemies inside and open all the gates by slamming the switches then collect your third Golden Banana.

BANANA 4: Leave the hive and head right to another Mini-monkey barrel, then jump inside to shrink. Use the red mushroom to spring up on top of the tree stump and drop into the small hole at the top to claim your fourth Golden Banana.

BANANA 5: Visit Cranky's Lab and then stomp the Tiny Kong switch nearby to start the timer. Use the fourth Bananaport to warp to the cave entrance, then swim left and into the small crevice to claim your last Golden Banana.



LANKY

BANANA 1: Head into the level and walk into the small cave on the left that Diddy opened. Shoot the grape switch on the wall and quickly jump into the barrel behind the gate. Complete Mad Maze Maul to win your first tasty Golden Banana.

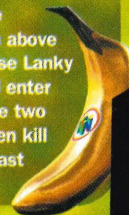
BANANA 2: Beat the Blue-haired brute and swap the Blueprint with Snide.

BANANA 3: Use your Orangstand move to climb the steep slopes near the Blue-haired brute, then jump into the barrel at the top. Complete the speedy Swing Sortie to claim your third Golden Banana.

BANANA 4: Visit Cranky's Lab and then slam the switch with Lanky Kong's face on it to start the timer. Now use the fourth Bananaport to warp back to the cave entrance, and swim over the bank to another

Bananaport. Use port two to reach the top of the cliff and then drop over the right hand side to find your fourth Golden Banana.

BANANA 5: Drop down into the water and swim to the far left, then use Diddy Kong to climb the tree and shoot the peanut switch above the door on the right. Now use Lanky to climb the steep slope and enter the cave at the top. Slam the two stakes on either side and then kill all the wasps to claim your last Golden Banana.



BANANA 1: Head into the level and then pick up the huge rock by the small lake and chuck it against the wall to smash it. Inside you'll find the first of your Golden Bananas.

BANANA 2: Use your Simian Slam to smash down on the giant X on the floor and then drop down into the cave below.

Follow the path through the darkness and then shoot the eyes on the skull at the end. Swing over to the left and collect the second Golden Banana.

BANANA 3: Defeat the Green-haired brute and swap the Blueprint with Snide.

BANANA 4: Head towards Cranky's Lab, then turn right and head down the passage to the end. Pick up the boulder and smash it to reveal a Chunky Kong switch then stomp the switch to start the timer. Quickly dash back to the lake and swim to the far bank, then use the second Bananaport to warp to the top of the cliff. Head down the slope to the left to find your fourth Golden Banana.

BANANA 5: Drop into the water and exit on the far bank, then turn yourself right and follow the passage to the end. Use the barrel in the centre to activate your Hunky Chunky move, then climb the nearby tree and jump into the banana barrel at the top. You must complete Minecart Mayhem to win your fifth and last Golden Banana.



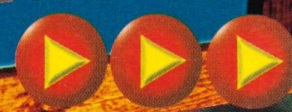
CHUNKY

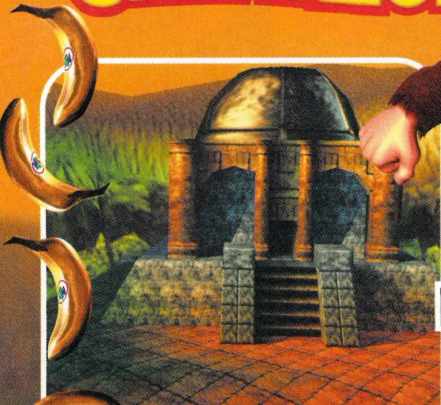
BOSS ARMYDILLO

VISIT Troff 'n' Scoff and pay them 60 bananas to open the door to the first boss. This boss is easy to beat providing your reactions are sharp. Start by dodging the fireballs being launched at you and when the barrage stops dash forwards and pick up the TNT barrel in the centre. Throw this at Armydillo's face and after the explosion he will curl up into a ball and chase you. Avoid this rolling attack and then dodge the second wave of fireballs using the barrel to singe the monsters face at every opportunity. When you win this battle, you'll receive the first key to K.Lumsy's cage.

Blueprint Blues

In each level you'll find Snide, a rather dodgy character that offers to help you in return for collecting his missing Blueprints. Around the levels you'll get attacked by several brutes with coloured-coded hair. Kill the brute with the correct Kong and he'll drop one of Snide's blueprints which you must grab quickly. Take this to Snide and he'll exchange it for one of his Golden Bananas.





LEVEL 2 ANGRY AZTEC

C LIMB the steep steps opposite the Banana Fairies Island, and then climb the tree at the top to reach some vines. Swing across the waterfall to the far bank, then climb some more stairs and enter the temple at the top. Show B.Locker that you have at least five Golden Bananas, then enter the Angry Aztec level.

DONKEY

BANANA 1: Complete the barrel blast challenge at the foot of the stairs leading to the Temple with the camel's face on it to release the lumpy one. Now head back to the first clearing and collect your first Golden Banana in front of his cage.

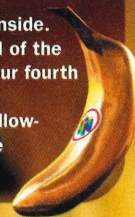
BANANA 2: You must rescue Lanky Kong to get your hands on the second Golden Banana.

BANANA 3: Play your Bongo Blast on the music pad inside the camel temple to open a door in the middle of the hot sand. Now exit the temple and head around the edge of the pit using the vines to cross the hot sand safely. Now use the barrel in the alcove to the left to activate your Strong Kong skill and then dash along the hot sand into the

newly opened door and jump into the barrel at the end. Complete the Stealthy Snoop mini-game to win your third Golden Banana.

BANANA 4: Shoot the coconut switch on the two-tiered temple and then wander inside. Make your way to the end of the passage and you'll find your fourth Golden Banana.

BANANA 5: Defeat the Yellow-haired brute and swap the Blueprint with Snide.



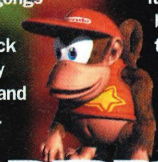
BANANA 1: You have to rescue Tiny Kong to receive your first Golden Banana.

BANANA 2: Climb the tree near the imprisoned Camel and swing over to the top of the cage. Play your Guitar Gazump to open the path to the second clearing, then head down the path and around the giant sand pit to find four gongs with Diddy's face on them. Use your Chimp Charge to sound the four chimes, then head back around the pool and jump into the Jet Barrel. Fly over to the top of the tower that has appeared and collect the second Golden Banana from the top.

BANANA 3: Defeat the Red-haired brute and swap the Blueprint with Snide.

BANANA 4: Use the Jetpack in the second clearing to fly to the top of the two-tiered tower on the right. Stomp the switch with Diddy's face on it to start the pole in the centre revolving. Grab the Jetpack again and hover in front of the pole's mouth firing peanuts as it spins. Then once the pole is full, five switches appear on the two-tiered temple. Head back to the temple and shoot the peanut switch to open the door and then make your way to the end of the passage and grab your fourth Golden Banana.

BANANA 5: Return to the Jetpack and fly through the hoop on top of the pole three times to release a special vulture. Follow the vulture and pass through the rings he leaves behind to win your last Golden Banana.

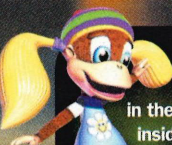


DIDDY

Tip-Xtra



Look out for Funky's Armoury as this is the only place where you can buy new guns. Each Kong has his own preferred weapon and Funky will make them for you for a small fee.



TINY

BANANA 1: Shoot the feather switch in the first clearing and quickly run inside. Now use the barrel in the corner to shrink and then dive into the water and through a small passage. Kill all the crocs in the room on the other side to receive your first Golden Banana.

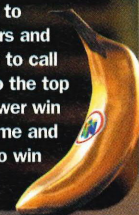
BANANA 2: Defeat the Purple-haired brute and exchange the Blueprint with Snide.

BANANA 3: Shoot the feather switch on the camel temple, and head through the door before it closes. Now head left and climb the steps, then head left and use the barrel to shrink. Dash through the small hole in the bottle and slam the switch inside to raise some stone platforms. Cross the platforms and stomp on the switch to raise some more stone platforms and eventually you'll reach the third Golden Banana at the back of the lava pit.

BANANA 4: Shoot the feather switch

on the two-tiered temple and follow the passage to the end where you'll find your fourth Golden Banana.

BANANA 5: Head to the tall tower opposite the two-tiered temple and use the barrel on the right to shrink. Now climb the stairs and play your Saxophone Slam to call squawk and hitch a ride to the top of the tower. Inside the tower win the Beetle Racing mini-game and collect at least 50 coins to win the last Golden Banana.



BANANA 1: Shoot the Grape switch on the wall of the temple in the first clearing, then head inside and dive into the pool. Swim to the end of the passage and then climb onto the platform at the end, stomping the switch at the top. Shoot the vulture high above with your Grape shooter until he drops your first Golden Banana.

BANANA 2: Play your Trombone Tremor on the music pad inside the camel temple to raise a bridge above the pool. Now use your Orangstand move to scale the steep bridge and leap into the barrel in the centre. Complete Teetering Turtle Trouble to win your second Golden Banana.

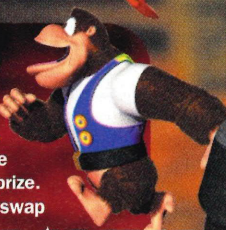
BANANA 3: Climb the steep steps at the back of the camel temple and shoot the grape switch on the wall to

open the wooden doors. Stomp on the switch in the middle to reveal a wall of coloured skulls which you must shoot in order. Shoot Blue skulls first, then shoot the Green skulls. Now hit the Orange skulls and finally blast the Yellow skulls to receive your Golden Banana prize.

BANANA 4: Defeat the Blue-haired brute and swap the Blueprint with Snide.

BANANA 5: Shoot the Grape switch on the two-tiered temple and make your way to the end of the passage. Jump into the barrel and complete the Big Bug Bash mini-game to win the last of your Golden Bananas.

LANKY



DRAGON FLY

VISIT Troff 'n' Scoff and pay them 120 bananas to open the door to the second boss. This boss is beaten using a similar technique as you practised before; by dodging the fireballs and chucking the TNT barrel into the face of your opponent. Diddy Kong is the main monkey here and he'll need to be quick to avoid the barrage of fireballs coming his way. When you win this battle, you'll receive the second key to K.Lumsy's cage.

BANANA 1: Shoot the pineapple switches near the start of the level to open a small chamber with a puzzle. Kill the wasps and then pick up the bottles and carry them to the central platform, dropping them on the symbol which matches. When all the bottles are correctly placed you'll receive your first Golden Banana.

BANANA 2: Shoot the pineapple switch on the temple in the first clearing and

wander inside. Now make your way down the slope to the left and use an Orange bomb to kill the crocs hiding in the barrels. Now play your Triangle Trample to open the door ahead and fight the legions of tiny crocs to win your second Golden Banana.

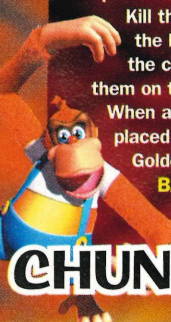
BANANA 3: Head down the passage leading to the second clearing and use the barrel in the alcove to activate your Hunky Chunky skill. Now continue along the passage and grab the giant boulder on the right and carry it back to the first junction

depositing it on the large switch in the centre to raise the cage. Now dash back along the corridor and enter the barrel under the cage. Complete Busy Barrel Barrage to win your third Golden Banana.

BANANA 4: Defeat the Green-haired brute and exchange the Blueprint with Snide.

BANANA 5: Follow the passage in the two-tiered temple to the end and jump into the barrel to enter a mini-game. Complete Kremlin Kosh to win your last Golden Banana.

CHUNKY



LEVEL 3 FRANTIC FACTORY

OPEN the two locks on K.Lumsy's cage and he'll perform a special dance to open the doors to the third and fourth levels. Now traverse the thin bridge onto another island and climb up to the top where you'll find the entrance to the Frantic Factory. Show B.Locker 15 Golden Bananas and he'll step aside and allow you to enter.

DONKEY

BANANA 1: Head into the storage room and complete the barrel blast challenge. Now walk into the small room ahead and climb the pole up to the next level walking left to find a special lever. Activate the lever with your Gorilla Grab move and complete the

original Donkey Kong arcade machine to win your first Golden Banana. (Complete the game for a second time to win the Nintendo Coin!) **BANANA 2:** Find the Testing Department and head right into a room with a huge pile of blocks in the centre. Locate a passage on your right and then follow it to a numbered chequer board at the end. Slam the Donkey Kong switch to start the timer, then slam each of the numbers

in order to attain your second Golden Banana. **BANANA 3:** Activate the switch in the high voltage shed to start the production machine and receive your third Golden Banana. **BANANA 4:** Defeat the Yellow-haired brute and swap the Blueprint with Snide. **BANANA 5:** Use the Strong Kong Barrel and dash inside the working machine and you'll find the last Golden Banana at the end.

Banana 1: Slam the Diddy Kong Switch in the production room, then use the platforms around the side to climb to the top of the machine where your first Golden Banana awaits.

BANANA 2: Find the Testing Department and head right into a room with a huge pile of blocks in the centre. Use your Simian Spring to climb these blocks and jump into the barrel at the top. Complete Peril Path Panic to win your second Golden Banana.

BANANA 3: Defeat the Red-haired brute

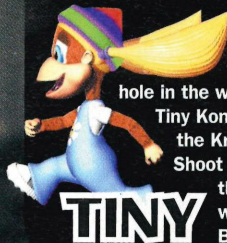
and swap the Blueprint with Snide.

BANANA 4: Play your Guitar Gazump on the music pad in the R&D department to open the glass door. Now punch in the number on each door and defeat the enemies that appear to win your fourth Golden Banana.

BANANA 5: Slam the Diddy Kong switch outside the High Voltage shed, then quickly swing across the vines and into the barrel. Complete Beaver Bother to win your last Golden Banana.

DIDDY

BANANA 1: Enter the Testing Department and climb up onto the metal ledge using the barrel to shrink. Dash through the small hole in the wall and slam the Tiny Kong switch to open the Kremlin Dartboard. Shoot the correct fruit in the correct order to win your first Golden Banana.



TINY

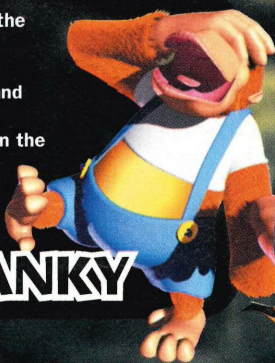
BANANA 2: Pass through the R&D Department and then use the barrel at the end to shrink. Walk through the small Rare tyre to enter a racing mini-game. Collect ten coins and win the race to collect your second Golden banana. **BANANA 3:** Defeat the Purple-haired brute and swap the Blueprint with Snide. **BANANA 4:** Slam the Tiny Kong Switch in the production room, then use the platforms around the side to

climb to the top of the machine. Now leap and use your Pony Tail Twirl to float across and into the banana barrel. Complete Krazy Kong Klamour to win your fourth Golden Banana. **BANANA 5:** In a small chamber with a table in the centre you'll find a Tiny Barrel. Hop inside to shrink, then climb the boxes on the right and enter a small vent in the wall. Follow the passage to the end where you'll find your last Golden Banana.

BANANA 1: Rescue Chunky from his cage and you'll receive your first Golden Banana. **BANANA 2:** Climb onto the metal ledge in the Testing Room and use the Lanky Kong pad to activate your Baboon Balloon skill. Float over to the right to enter a barrel above the door. Complete Batty Barrel Bandit to win your second Golden banana. **BANANA 3:** Play your Trombone Tremor on the pad in the R&D Department to open the glass door. Now slam the switch to start the belch piano and watch the piano's tune carefully as

you must copy it. If you play the tunes in the correct order you'll win your third Golden banana. **BANANA 4:** Defeat the Blue-haired brute and swap the Blueprint with Snide. **BANANA 5:** Slam the Lanky Kong Switch in the production room, then use the platforms around the side to climb up the machine. Now use your Orangstand move to climb the steep pipe and you can collect your last Golden Banana at the very top.

LANKY



CROC IN THE BOX

VISIT Troff 'n' Scoff and pay them 200 bananas to open the door to the Factory Boss. As soon as you step onto the platform you'll be hoisted high into the air and will have to run as the huge croc chases you around. Use your Pony Tail Twirl to avoid him until he stops and starts to fire Fireballs at you. Two switches will now appear nearby on two different coloured platforms, so take note of which colour the boss is standing on and hit the switch that's the same colour. When you win this battle, you'll receive the third key to K.Lumsy's cage.

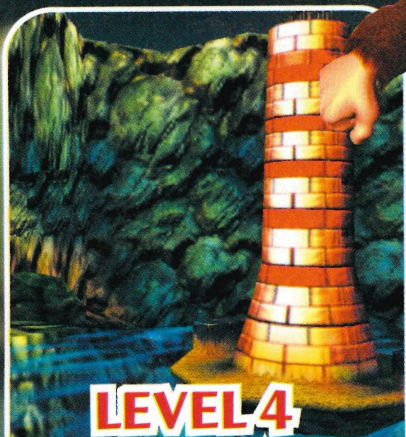
BANANA 1: Slam the Chunky Kong Switch in the production room, then use the platforms around the side to climb to the top of the machine and jump under the piston to grab your first Golden Banana. **BANANA 2:** Head into the Storage Room and use

your Primate Punch to knock down the gate on the right. Now smash the crate in the corner and activate the Chunky Kong switch underneath to make the next banana appear. Punch the switch to raise some platforms and quickly jump across to collect your second Golden Banana. **BANANA 3:** Punch down the gate near the original arcade machine and leap into the barrel inside. Complete the Stash Snatch mini-game to win your third Golden Banana.

BANANA 4: Defeat the Green-haired brute and exchange the Blueprint with Snide. **BANANA 5:** Enter the R&D department and use your Primate Punch to knock over the gate. Now play your Triangle Trample on the music pad to open the glass door ahead and then smash the giant chest inside with a punch. Kill all the enemies that attack you, then defeat the Giant Toy to collect the fifth Golden Banana.

CHUNKY

CHEATZONE Donkey Kong 64



DONKEY

LEVEL 4 GLOOMY GALLEON

DIVE into the water near the Banana Fairies Island, then locate an underwater gate leading to the next level. Show B.Locker 30 Golden Bananas to make him move out of your way letting you enter the Gloomy Galleon. Before venturing too far use Diddy and Donkey Kong to open up the two main areas by shooting the switches.

BANANA 1: Stomp on the switch outside the lighthouse, then climb the ladder and walk inside. Now climb all the way to the top and use your Gorilla Grab to activate the lever and turn the light on. Now return to the bottom and collect your first Golden Banana.

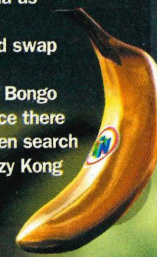
BANANA 2: Complete the barrel blast challenge at the foot of the lighthouse to release the seal from his cage. Now find him near Candy's Music

shop and he'll reward you with a Golden Banana.

BANANA 3: Jump into the passage behind the seal and he'll challenge you to a boat race. Collect ten coins and win the race to receive another Golden Banana as a prize.

BANANA 4: Defeat the Yellow-haired brute and swap the Blueprint with Snide.

BANANA 5: Stand on the cactus and play your Bongo Blast to open a door in the sunken galleon. Race there and enter the gate before the timer expires, then search the cells to find a banana barrel. Complete Krazy Kong Klamour to win your last Golden Banana.



BANANA 1: Defeat the Red-haired brute and swap the Blueprint with Snide.

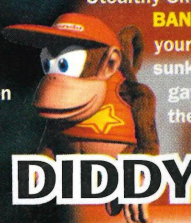
BANANA 2: Use the Jetpack outside the lighthouse to fly onto the boat that's circling around the island. Stomp on the Diddy Kong switch here to fire a banana on to the top of the lighthouse. Now use the jetpack to fly up to the very top of the lighthouse and grab your second Golden Banana.

BANANA 3: Play your Guitar Gazump on the music pad on top of the lighthouse to open a grate in the other pool. Quickly make your way over to the pool and swim inside the fish's mouth before the timer runs out.

Shoot the lights behind the fan several times to win the next Golden Banana.

BANANA 4: Climb the stack of coins in the Treasure Trove area and jump into the barrel at the top. Complete Stealthy Snoop to win your fourth Golden Banana.

BANANA 5: Stand on the cactus and play your Guitar Gazump to open a door in the sunken galleon. Race there and enter the gate before the timer expires, then search the cells to find a banana barrel. Complete Splish Splash Salvage to win your last Golden Banana.



DIDDY

Tip-Xtra



Visit Candy's Music shop and pay a small fee for each of your Kongs to learn to play an instrument. These special notes can send enemies to sleep and also unlock doors and secrets.

BANANA 1: Stomp on the switch with Tiny's face on it, dash through the gate and dive into the water. Swim down to the sunken ship on the left and head through the gate before the timer expires. Swim into the barrel and complete Kremlin Kosh to win your first Golden Banana.

BANANA 2: Play your Saxophone Slam on the cactus near Funky's armoury

to open a door in the main galleon. Quickly swim down and into the opening before the timer runs out and then search the cells to find your second Golden Banana.

BANANA 3: In the Treasure Trove jump onto the large chest and leap inside the barrel to shrink. Now swim through the keyhole of the chest and collect the pearls from inside the oysters. Take these to the unhappy mermaid at the

bottom of the other pool and she'll give you a Golden Banana.

BANANA 4: Defeat the Purple-haired brute and exchange the Blueprint with Snide.

BANANA 5: Locate the submarine underneath Funky's Armoury and use the nearby barrel to shrink. Squeeze through the periscope to get inside, then swim into the barrel near the control panel. Complete Big Bug Bash to win the last Golden Banana.



TINY

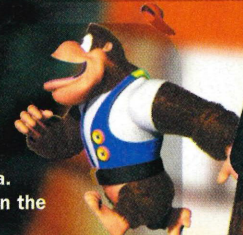
BANANA 1: Stand on the highest ledge outside the Lighthouse, then jump onto the back of the circling boat. Now use your Simian Slam to open the hold and drop down inside. Dash past all the cannonballs and use your Primate Punch to bust open the gate at the end where you'll see a stack of coloured barrels. Punch the face on each barrel to make it explode and in the last barrel you'll find your first Golden Banana.

BANANA 2: Defeat the Green-haired brute and swap the Blueprint with Snide.

BANANA 3: Enter the broken ship opposite Cranky's Lab and use your Primate Punch to break open the chests. Inside you'll find your third Golden Banana.

BANANA 4: Enter the room near the entrance portal and pick up the huge cannonball from the platform at the end. Drop this into the cannon in the centre and then shoot the three targets that appear to win your fourth Golden Banana.

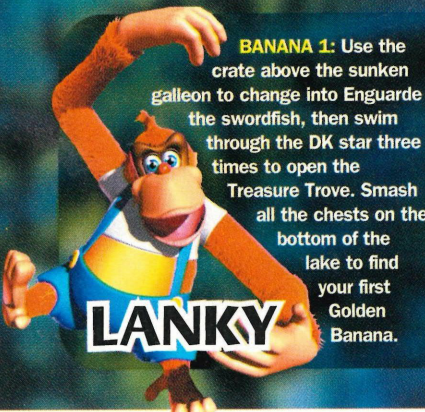
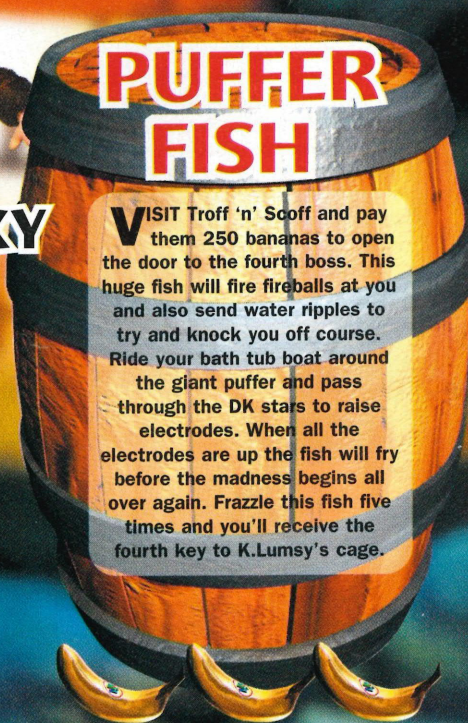
BANANA 5: Play your Triangle Trample on the music pad outside Snide's HQ and then dash back to the main pool and head for the sunken galleon. Enter the gate before the timer expires, then enter the barrel for a mini-game. Complete Batty Barrel Bandit to win the last Golden Banana.



CHUNKY

PUFFER FISH

VISIT Troff 'n' Scoff and pay them 250 bananas to open the door to the fourth boss. This huge fish will fire fireballs at you and also send water ripples to try and knock you off course. Ride your bath tub boat around the giant puffer and pass through the DK stars to raise electrodes. When all the electrodes are up the fish will fry before the madness begins all over again. Frazzle this fish five times and you'll receive the fourth key to K.Lumsy's cage.



LANKY

BANANA 1: Use the crate above the sunken galleon to change into Enguarde the swordfish, then swim through the DK star three times to open the Treasure Trove. Smash all the chests on the bottom of the lake to find your first Golden Banana.

BANANA 2: Enter the Treasure Trove and then use your Baboon Balloon move to float up to the top of the coins on the left. Jump into the barrel and complete Searchlight Seek to win your second Golden Banana.

BANANA 3: Defeat the Blue-haired brute and exchange the Blueprint with Snide.

BANANA 4: Stomp on the Lanky Kong switch outside in the corridor by the main pool, then dive into the water and swim left to locate the sunken

ship. Swim through the gate before the timer expires and then use the crate to change into Enguarde again. Smash all the chests in the room, then follow the small passage to find your fourth Golden Banana.

BANANA 5: Stand on the cactus and play your Trombone Tremor instrument to open a door in the sunken galleon. Race there and enter through the gate before the timer expires, then grab your fifth and final Golden Banana on the captains bed.

South Park Rally



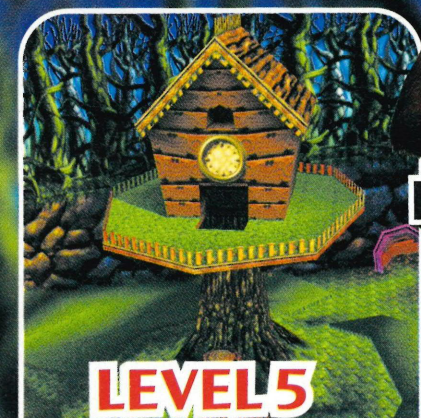


PRO:POSTER

South Park Rally



PRO:POSTER



LEVEL 5 FUNGI FOREST

VISIT K.Lumsy and open the locks on his cage with the keys you have just collected. Once these are unlocked a boulder will explode on one of the islands outside revealing a cannon. Jump into this cannon to be blasted high up into the air and onto a platform with a shed. Head inside and show B.Locker 50 Golden Bananas to access the Fungi Forest.

DONKEY

BANANA 1: Use the levers in the bam to start the conveyor belt, then shoot the switch on the clock tower to change the time. Return to the bam and collect your first Golden Banana from the small cage outside.

BANANA 2: At night head down the blue passage and into the clearing at the top of the small hill. Run

around the back of the building and use the Strong Kong barrel to cross the thorns and activate the switch. Now enter the building and smash the crates to find another switch, then stomp on it and climb up to the balcony. Quickly swing across the vines to enter the barrel.

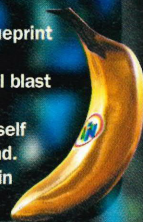
Complete Minecart Mayhem and you'll be rewarded with your second Golden Banana.

BANANA 3: Head inside the giant mushroom and use each of the characters to shoot the switches

above the door. Now slam the Donkey Kong switch and use the cannons to shoot yourself up the mushroom to grab the third Golden Banana at the top.

BANANA 4: Defeat the Yellow haired brute and swap the Blueprint with Snide.

BANANA 5: Complete the barrel blast challenge half-way up the giant mushroom and then shoot yourself into the banana barrel at the end. Complete Peril Path Panic to win the last Golden Banana.



Banana 1: Head through the yellow passage and play your Guitar Gazump on the music pad to call the owl. Use the Jetpack to follow the owl, passing through all the hoops to make a barrel appear. Fly inside and complete Busy Barrel Barrage to collect your first Golden Banana.

DIDDY

Banana 2: Defeat the Red-haired brute and swap the

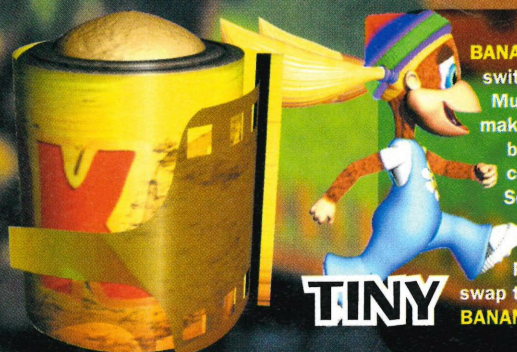
Blueprint with Snide.

Banana 3: Use the Jetpack to fly into

the barrel high above the Giant Mushroom and complete Teetering Turtle Trouble to stake claim your third Golden Banana.

Banana 4: Climb the rope at the back of the Barn, then stomp on the Diddy switch to raise the cage. Now head past the thorn bushes and play your Guitar Gazump to break open the cage. Run back to the barn and collect your fourth Golden Banana.

Banana 5: Use the boxes to climb up the small barn and use your Simian Spring to enter the opening. Play your Guitar Gazump to call squawk and then carefully traverse the ledges to find the last Golden Banana.



TINY

BANANA 1: Slam the Tiny switch inside the Giant Mushroom, then quickly make your way up to the barrel. Jump inside and complete Speedy Swing Sortie to claim your first Golden Banana.

BANANA 2: Defeat the Purple-haired brute and swap the Blueprint with Snide.

BANANA 3: Use the Tiny barrel

outside the barn to shrink, then squeeze through the small gap to get inside. Climb the boxes and head through the gate to find a Giant Spider's lair. Kill the small spiders, then shoot the Giant Arachnid in the eye a few times. When he is dead you'll be rewarded with the prize of a third Golden Banana

BANANA 4: Head along the yellow passage and use the barrel near the

mound at the back to shrink. Now play your Saxophone Slam on the music pad to call squawk and drop down into the hole at the top of the mound. Kill all the purple crocs and then grab your fourth Golden Banana

BANANA 5: Play your Saxophone Slam at the base of the new plant to call Squawk. Now hitch a ride to the top of the plant and collect your last Golden Banana.

BANANA 1: At night, climb the rope on the back of the barn, then drop through the hole in the loft. Stomp on the switch in the middle to release a crowd of Bats, then shoot these fast-moving flyers to win your first Golden Banana.

BANANA 2: Climb to the top of the Giant Mushroom, then use your Orangstand move to run up the cap at the top. Slam the switch in the centre, then dash back down to one of the doors around the rim. Check the chart on the wall and stomp the coloured mushrooms in order to get a barrel to appear. Complete Krazy

Kong Klamour to win your second Golden Banana.

BANANA 3: Slam the switch on the top of the Giant Mushroom, then dash back down the slope and into the other door. Kill the wasps and then use the springy mushroom to leap up and grab the third Golden Banana.

BANANA 4: Defeat the Blue haired brute and swap the Blueprint with Snide.

BANANA 5: Shoot the Grape switch above the yellow passage, then stand on the music pad near the rabbits house and play your Trombone Tremor to wake him up. Win the first race, then come back once you have learned your Orangstand Sprint and beat him a second time to claim the last Golden Banana.

LANKY

BANANA 1: Head down the pink passage and then climb the tall mushroom to the very top. Stomp on the Chunky Kong switch to open the door, then slam the switch inside to start the timer. Shoot the pieces of the puzzle on the wall until you have a complete picture of Chunky's face and you'll win the first Golden Banana.

BANANA 2: Defeat the Green-haired brute and exchange the Blueprint with Snide.

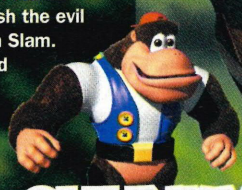
BANANA 3: Use your Simian Slam to

open the grate on top of the well and drop inside for a mini-game. Collect 50 coins as you race down the track and you'll receive your third Golden Banana as a prize.

BANANA 4: Smash open the door to the barn and play your Triangle Trample on the music pad inside to start the mill. Now carry the barrel around to the front of the barn and put it on the conveyor belt to be crushed. Use Donkey Kong to start the belt moving by pulling the

switches and then crush all the barrels to collect your fourth Golden Banana.

BANANA 5: Use Tiny to open the gate to the green passage, then wander down to the end and squash the evil tomatoes with your Simian Slam. Now pick up the apple and carry it back down the green passage placing it on the apple symbol on the floor to win your last Golden Banana.



CHUNKY

DRAGON FLY MKII

VISIT Troff 'n' Scoff and pay them 60 bananas to open the door to the first boss. This boss is easy to beat providing your reactions are sharp. Start by dodging the fireballs being launched at you and when the barrage stops, dash forwards and pick up the TNT barrel in the centre. Throw this at Armydillo's face and after the explosion he will curl up into a ball and chase you. Avoid this rolling attack and then dodge the second wave of fireballs using the barrel to singe the monsters face at every opportunity. When you win this battle, you'll receive the first key to K.Lumsy's cage.

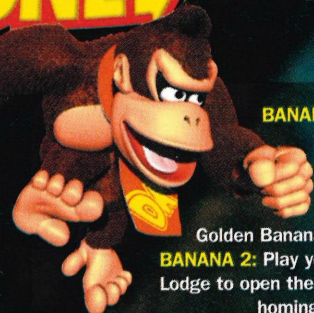


CHEATZONE Donkey Kong 64



LEVEL 6 CRYSTAL CAVES

VISIT K.LUMSY and open the fifth lock on his cage to reveal the path to next level. Take Tiny Kong up past the Angry Aztec level and then continue along the path. Use your Pony Tail Twirl to fly across the gap and head into the cave on the right. Show B.Locker 65 Golden Bananas to enter the Crystal Caves.



DONKEY

BANANA 1: Stand on the music pad by the Giant Igloo and play your Bongo Blast to open the gate. Now carefully make your way through the spiky maze to collect your first Golden Banana.

BANANA 2: Play your Bongo Blast outside the Icy Lodge to open the door. Dash inside and collect the homing ammo, then kill all the wasps to win the second Golden Banana.

BANANA 3: Defeat the Yellow-haired brute

and swap the Blueprint with Snide.

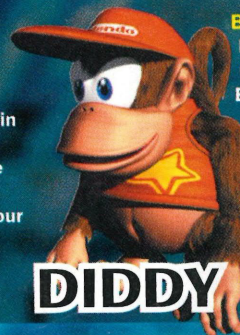
BANANA 4: Head up the path past Candy's music shop and climb the blocks to reach a walkway. Play your Bongo Blast outside the cabin on the right, then head inside and activate the switch to turn the room. To win your Golden Banana turn over all the coloured tiles on all sides of the room.

BANANA 5: Complete the barrel blast challenge near Cranky's Lab and enter the barrel at the end. Complete Busy Barrel Barrage to claim your last Golden Banana.

BANANA 1: Use the Jetpack outside Cranky's Lab and fly through the DK star above Giant Igloo to make some music pads appear. Play your Guitar Gazump on the correct pad to open the door behind you, then smash all six barrels in the right order to win your first Golden Banana.

BANANA 2: Defeat the Red-haired brute and swap the Blueprint with Snide.

BANANA 3: Head under the waterfall and then play your Guitar Gazump on the pad outside the icy lodge. Enter the room and kill all the enemies within the time limit to win your third Golden Banana.



DIDDY

BANANA 4: Climb to the top of the Icy Lodge and play your Guitar Gazump on the second music pad. Enter the room behind you and then light all the candles with your Jetpack to win your fourth Golden Banana.

BANANA 5: Use the Jetpack to fly into the barrel above the waterfall and complete Mad Maze Maul to win your last Golden Banana.



BANANA 1: Play your Saxophone Slam on the music pad outside the Giant Igloo and then wander inside. Stomp the switch in the centre to start the timer, then slam on the switch a further three times as it moves to win your first Golden Banana.

BANANA 2: Swim through the arch and jump out onto the bank

on the right, then use the barrel to shrink. Walk through the small gap and jump into the barrel, then complete Krazy Kong Klamour to win your second Golden Banana.

BANANA 3: Defeat the Purple-haired brute and swap the Blueprint with Snide.

BANANA 4: Play your Saxophone Slam on the music pad outside the Icy Lodge and

then enter the room behind you. Kill all the purple crocs and then use your Pony Tail Twirl to grab the Golden Banana.

BANANA 5: Use the barrel near Funky's armoury to shrink yourself, then head through the small hole and stand on the Monkeyport pad. Warp to inside the glass shell near the Igloo and collect your last Golden Banana.



TINY

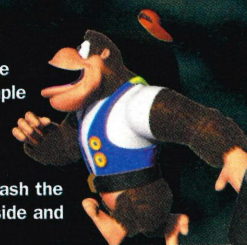
BANANA 1: Use your Primate punch to smash the ice near the start, then enter the room and stand on the pad to activate your new Gorilla Gone move. Whilst you are invisible collect your first Golden Banana which you can now see.

BANANA 2: Defeat the Green-haired brute and swap the Blueprint with Snide.

BANANA 3: Play your Triangle Trample outside the Icy Lodge to open the door. Head inside and carefully slam the targets without getting caught in the searchlights. Now use your Gorilla Gone skill to dive through the moving lights and jump into the barrel in the centre. Complete Searchlight Seek to win your third Golden Banana.

BANANA 4: Stand on the music pad outside the Giant Igloo and play your Triangle Trample to open the door. Punch all the flames to stop them igniting the TNT barrel and you'll win your fourth Golden Banana.

BANANA 5: Use your Primate Punch to smash the ice wall near Cranky's Lab then wander inside and use the barrel to activate your Hunky Chunky skill. Now pick up the huge boulder and place it on the moving pad to destroy a glass cover near the Giant Igloo. Make your way back to this area and collect the last Golden Banana from the island.



CHUNKY

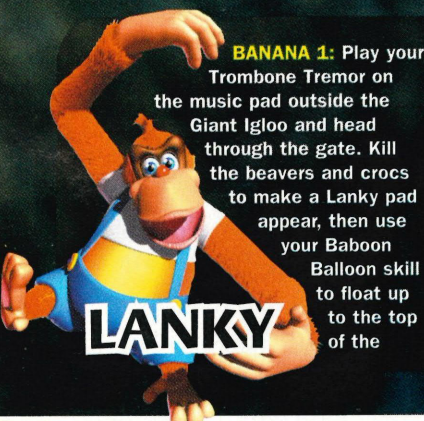
BANANA 4: Stomp on the switch outside the Ice Castle to open the door. Beat the ice block at his favourite game to win your fourth Golden Banana.

BANANA 5: Stomp the next switch and then use your Baboon Balloon skill to float up onto the battlements of the Ice Castle. Jump inside the open roof to race the Giant Beetle again. Collect 50 coins and win the race to claim your last Golden Banana.

structure and claim your first Golden Banana.

BANANA 2: Stand on the music pad outside the Icy Lodge and play your Trombone Tremor to open the door. Use your Baboon Balloon move to reach the barrel in the air, then quickly stomp on the switch and race back to the entrance for your second Golden Banana.

BANANA 3: Defeat the Blue-haired brute and exchange the Blueprint with Snide.



LANKY

BANANA 1: Play your Trombone Tremor on the music pad outside the Giant Igloo and head through the gate. Kill the beavers and crocs to make a Lanky pad appear, then use your Baboon Balloon skill to float up to the top of the



ARMYDILLO MKII

VISIT TROFF 'n' Scoff and pay them 350 bananas to open the door to the sixth boss. Start by dodging the fireballs being launched at you and when the barrage stops dash forwards and pick up the TNT barrel in the centre. Throw this at Armydillo's face and after the explosion he will curl up into a ball and chase you. Avoid this rolling attack and continue to blast the beast in the mush until he keels over and dies. You'll win the sixth key to K.Lumsy's cage.

LEVEL 7 CREEPY CASTLE

VISIT K.Lumsy and open the next lock on his cage. Leave the island and search for another cannon on a distant island to fire yourself up into the next level. Show B.Locker 80 Golden Bananas in order to enter the Creepy Castle.

DONKEY

BANANA 1: Complete the barrel blast to open the tree, then head inside and shoot the coconut switch to open the next door. Follow the passage and drop down into the water below, then continue along the passage until you find a wooden ledge. Use your sniper sight to shoot the targets to raise the water until you can grab the Golden Banana above your head.

BANANA 2: Defeat the Yellow-haired brute and exchange the Blueprint with Snide.

BANANA 3: Slam the Donkey Kong switch and then dash back to the Library and leap across the cloud to enter. Kill all the enemies and stomp on the next switch to open a secret door. Now activate your Strong Kong skill and dash through the flying books to grab your third Golden Banana.

BANANA 4: Enter the hole in the portcullis and then look for a door on the left. Continue to the end and slam

the Donkey Kong switch to open the door into the next area. Use your Simian Slam to complete a picture of Donkey's head and win your fourth Golden Banana.

BANANA 5: Enter the Crypt and shoot the coconut switch on the wall to open the door. Follow the passage and turn right at the junction, then continue to find another switch. Shoot it to open the door, then pull the levers to open the Ghost Train. Collect 25 coins as you make your way along the haunted tracks to win your last Golden Banana.

BANANA 1: Stomp on the switch outside the Ballroom then head inside and kill all the enemies. Now use the Jetpack to light all of the candles and fly into the barrel that appears. Complete Minecart Mayhem to win your first Golden Banana.

BANANA 2: Use the Jetpack near the second Bananaport to fly up and enter the barrel at the top of the castle. Complete Big Bug Bash to win your second Golden Banana.

BANANA 3: Defeat the Red-haired brute and swap the Blueprint with Snide.

BANANA 4: Enter the portcullis and

then follow the passage and into the door on the left with red coins outside. Follow the passage and turn right stomping the Diddy switch to open the door ahead. Shoot the peanut switch to lower some vines, then swing across the room and collect your fourth Golden Banana.

BANANA 5: Head into the Crypt and shoot the peanut switch near the skull to open the door. Head left along the passage, then shoot the next switch to open the door at the end of the passage. Now use your Chimp Charge to activate the four switches and grab your last Golden Banana.

DIDDY

BANANA 1: Use the barrel near the Greenhouse to shrink, then jump onto the mushroom and spring up to the top of the tin shack. Drop through the hole and kill all the Bluebottles to win your first Golden Banana.

BANANA 2: Head through the Portcullis and use your Pony Tail Twirl to float across the large gap. Jump inside the barrel and

complete Teetering Turtle Trouble in order to collect for yourself, the second Golden Banana.

BANANA 3: Enter the Crypt, turn right and shoot the feather switch to open the small door. Use your Pony Tail Twirl to cross the acid pits, then stomp the switch at the end to raise some handy platforms. Leap across the platforms and collect your

third Golden Banana from the hand at the back.

BANANA 4: Defeat the Purple-haired brute and exchange the Blueprint with Snide.

BANANA 5: Head into the Ballroom and use the Tiny pad to warp to another area of the castle. Use the barrel to shrink, then walk through the small hole to find the Racecar again. Beat the car around the track to claim your last Golden Banana.



TINY

BANANA 1: Slam the switch at the top of the castle, enter the door and kill the ghosts inside. Now shoot the three grape switches on the walls high above and use the Baboon Balloon skill to float up to the barrel. Complete Beaver Bother to win your first Golden Banana.

BANANA 2: Slam the switch near the Greenhouse and dash inside to find a huge maze. Use the barrel to activate your Orangstand Sprint, then dash through the maze to collect your second Golden Banana.

BANANA 3: Head through the

portcullis and then enter the first door on the left-hand side. Stomp the switch to open the door, then play your Trombone Tremor to make some special pads appear. Use your Baboon Balloon skill to float from platform to platform to grab the third Golden Banana.

BANANA 4: Defeat the Blue-haired brute and swap the Blueprint with Snide.

BANANA 5: Enter the Crypt and shoot the grape switch on the small block to the right. Enter the tunnel and stand underneath the barrel before shooting the next switch, then jump into the barrel and dash along the passage to the gate. Play your Trombone Tremor to lower some vines, then swing around the room and collect your last Golden Banana.

BANANA 1: Use your Primate Punch to destroy the wooden door on the Greenhouse then head inside. Smash the box in the corner to reveal a special pad, then stand here and activate your Gorilla Gone skill to make some bats appear. Kill all the bats to win your first Golden Banana.

BANANA 2: Stomp on the switch outside the Museum then enter the door and follow the corridor to the end. Use your Primate Punch to batter the large shields and reveal a

large boulder which you must place on the switch in the centre. Now you can grab your second Golden Banana.

BANANA 3: Defeat the Green-haired brute and exchange the Blueprint with Snide.

BANANA 4: Enter the Crypt and then shoot the Pineapple switch on the wall by the skull to open the door. Follow the passage to the right and shoot the next switch to open another room, then smash coffins around the room to find a banana

barrel. Jump inside and complete Searchlight Seek to win your fourth Golden Banana.

BANANA 5: Head inside the tree near the start of the level and use your Primate Punch to smash the cracked wall on the left. Use your sniper rifle to shoot the switch above the door then jump into the barrel behind the gate. Complete Beaver Bother to win your last Golden Banana.

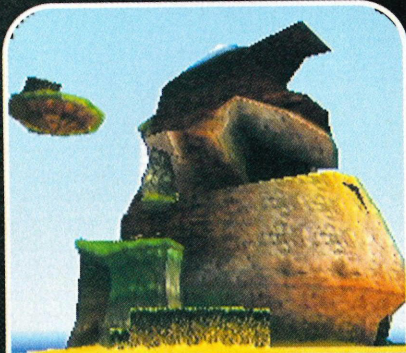
LANKY

KUT-OUT K.ROOL

VISIT TROFF 'n' Scoff and pay them 400 bananas to open the door to the next boss. Start by making your way to the central island, then jump into the cannon and fire yourself at the huge Kut-out. After firing laser blasts the Kut-out will move around the arena really quickly and the cannons will light up when he's in range. Stand by a cannon and wait for the light before jumping in and walloping the boss. Once you win this battle, you'll receive the seventh key to K.Lumsy's cage.

CHUNKY

CHEATZONE Donkey Kong 64



DONKEY KONG ISLAND

AS WELL as being the central point to the game, there are also 25 Golden Bananas to find on the main island. Some will not appear until you have completed certain levels so keep your eyes open. Here's where to find all the bananas.

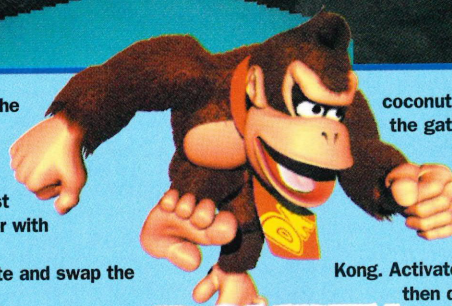


BANANA 1: Speak to K.Lumsy to make the first Golden Banana appear.

BANANA 2: Pull the lever outside the Frantic Factory and jump onto the small lift on the left. Now play your Bongo Blast on the music pad and squawk will appear with your second Golden Banana.

BANANA 3: Defeat the Yellow-haired brute and swap the Blueprint with Snide.

BANANA 4: Climb K.Rools' island until you reach the vines, then drop over the edge to find a cage. Shoot the



DONKEY

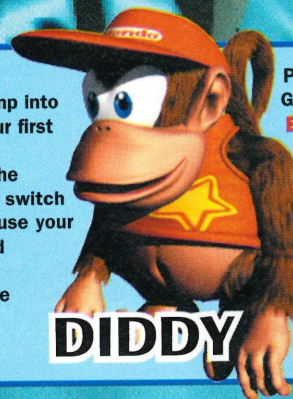
coconut switch on the wall to open the gate and claim your fourth Golden Banana.

BANANA 5: Use Chunky to smash the ice walls outside the Crystal Caves and then change back into Donkey Kong. Activate your Strong Kong move and then dash across the entrance and into the lava pit to claim the last Golden Banana.

BANANA 1: Enter a small hole half way up King K.Rools' Island and use your Simian Spring to jump into a barrel. Complete Batty Barrel Bandit to win your first Golden Banana.

BANANA 2: Outside the Fungi Forest look over the gap to see a cage and peanut switch. Shoot the switch to open the gate, then jump into the barrel and use your Jetpack to fly over the gap and grab your second Golden Banana.

BANANA 3: Use the Jetpack again to fly over the top of Donkey Kong Island and you'll find a barrel high in the air. Fly inside and complete



DIDDY

Peril Path Panic to win your third Golden Banana.

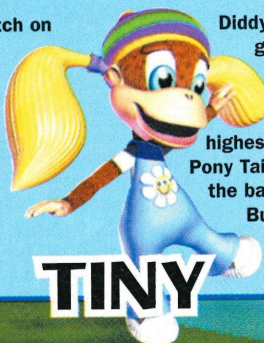
BANANA 4: Defeat the Red-haired brute and exchange the Blueprint with Snide.

BANANA 5: Use the Jetpack outside the Crystal Caves to fly up to a ledge on the left-hand side. Play your Guitar Gazump on the music pad and squawk will appear carrying your fifth and final Golden Banana.

BANANA 1: Shoot the switch on the back of Banana Fairy Island to open the gate and grab your first Golden Banana.

BANANA 2: Defeat the Purple-haired brute and exchange the Blueprint with Snide.

BANANA 3: Outside the Angry Aztec level have



TINY

Diddy crash the two gongs, then use the Tag barrel to change into Tiny Kong. Leap from the highest ledge and use your Pony Tail Twirl to get inside the barrel. Complete Big Bug Bash to win your third Golden Banana.

BANANA 4: Have

Chunky stomp the switch outside the Gloomy Galleon, then use Tiny to jump into the shrinking barrel. Swim through the small hole and collect the Golden Banana from the island on the far side.

BANANA 5: Use the pad on K.Rools' Island to Monkeyport up to the top. Play your Saxophone Slam to call squawk who will bring you your last Golden Banana.

BANANA 1: Lift the second huge rock outside the Angry Aztec level and play your Triangle Trample on the pad underneath. Squawk will now arrive carrying your first Golden Banana.

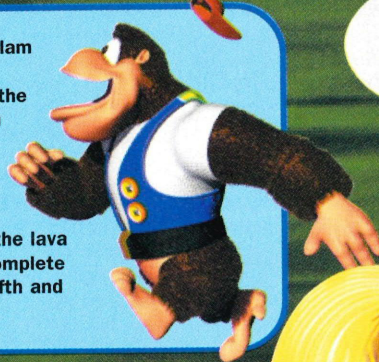
BANANA 2: Defeat the Green-haired brute and swap the Blueprint with Snide.

BANANA 3: Shoot the Pineapple switch to the right of the waterfall to open the gate and run inside to grab your third Golden Banana.

BANANA 4: Use the barrel on the small island to activate your Hunky Chunky move, then swim over the

gap and perform a Simian Slam on the large X. Now swim around to the other side of the island and claim your fourth Golden Banana.

BANANA 5: Just outside Hideout Helm activate your Gorilla Gone move to lower some vines. Swing across the lava and into the barrel, then complete Kremlin Kosh to win your fifth and final Golden Banana.



BANANA 1: Shoot the Grape switch on the back of K.Lumsy's island to open the cage and grab your first Golden Banana.

BANANA 2: Defeat the Blue-haired brute and exchange the Blueprint with Snide.

BANANA 3: Have Chunky move the large boulder outside Jungle Japes, then play your Trombone Tremor on the music pad underneath. Squawk will appear carrying your third Golden Banana.

BANANA 4: Use the barrel inside K.Lumsy's island prison to activate your Orangstand Sprint. Now dash

around the edge of the cage stomping on the switch and grabbing the fourth Golden Banana before the timer expires.

BANANA 5: Have Chunky move the boulder outside the Creepy Castle, then use the pad underneath to activate your Baboon Balloon skill. Float into the barrel on top of the central island and complete Searchlight Seek to win your last Golden Banana.

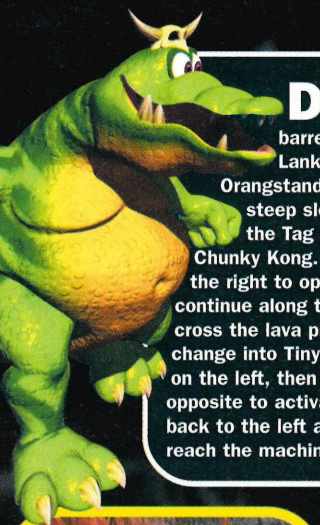
LANKY

WOW! This guide is top banana!

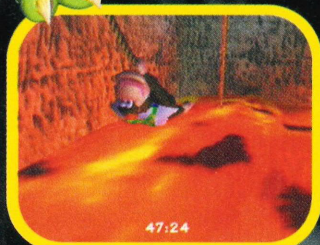


LEVEL 8 HIDEOUT HELM

THIS LEVEL is unlike all the others in that there are no Golden Bananas to find, but you have a time limit to disable the Blast-o-Matic. Use Tiny Kong to Monkeyport up to the top of K.Rool's Island then enter the open mouth. Use the Tag Barrel inside to change into Chunky Kong and then activate your Gorilla Gone skill to lower the vines across the lava. Swing over to the door and show B.Locker 100 Golden Bananas, then enter the Hideout Helm.



DASH ALONG the corridor killing the pair of crocs, then use the Tag barrel on the left to change into Lanky Kong. Use your Orangstand skill to climb the steep slopes and then use the Tag barrel to change into Chunky Kong. Shoot the Pineapple switch on the right to open the passage ahead, then continue along the tunnel and use the vines to cross the lava pit. Kill all the Crocs and change into Tiny Kong using the Tag Barrel on the left, then jump into the Tiny barrel opposite to activate your Mini Monkey skill. Go back to the left and enter the pipe in the wall to reach the machine in the central chamber.

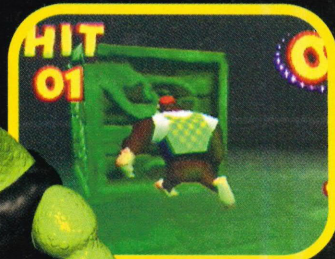


floor. Use your Bongo Blast on the Musical pad to open the glass wall, then go inside and jump into the two K.Rool barrels to enter the mini-games. Once you have completed the two barrels the Yellow section of the machine will shut down and you can collect the banana medal from the centre.

Return to the Tag Barrel and change into Chunky Kong then enter the opening just next to the barrel and play your Triangle Trample on the Musical pad to open the glass door. The deal here is the same – jump into either of the K.Rool barrels and complete the two mini-games to shut down the next section of the machine and grab another banana medal.



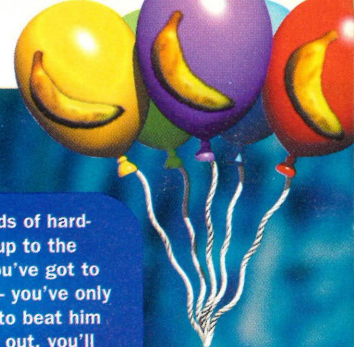
Jump into the Tag Barrel and change into Tiny Kong before finding the steps up to the next doorway. Go inside and play the Saxophone Slam on the Musical pad to open the glass door, then jump into each of the K.Rool barrels to try your hand at another set of mini-games. When they are finished grab the next Banana Medal from the pillar in the centre and then return to the main chamber. Use the Tag Barrel to change into Lanky Kong and take a sprint up the stairs and around the machine to the doorway on the other side. Use the Trombone Tremor on the Musical pad to open the door, then jump into the K.Rool barrels for more mini-games.



Once you have completed your tasks grab the next Banana Medal and return to the main chamber, using the Tag Barrel to change into Diddy Kong. Quickly jump into the JetBarrel to get your boosters and then fly up to find another opening high in the wall above. Use your Guitar Gazump on the Musical pad to open the door, then jump into the K.Rool barrels as before for more mini-games. When you've completed both of Diddy's mini-games, you'll be able to collect the last of the Banana Medals. The machine will shut down and you can relax a little – there's no time limit to compete against now!

Jump inside the Tag Barrel to change into Donkey Kong, then run up the steps on the far side of the machine room and climb to the opening at the top. Go through into the bridge of K.Rool's island fortress and open the door at the end – you need to have collected four Battle Arenas to get through it. Once K.Rool has made a run for it, head down the passage to the chamber at the end and run past the throne to the door opposite; to open it, you'll need to have collected both the Nintendo AND Rareware Coins from playing the two classic arcade games. Go inside and collect the last of K.Lumsy's keys, then return to visit the old croc and set him free.





THE MAIN EVENT

Let's get ready to rumble!



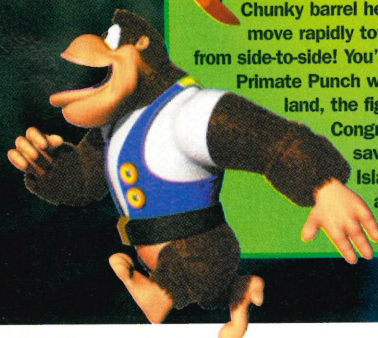
CHUNKY

THE BEAST from the East is here and this time, there ain't nothing gonna stop him from sending K.Rool down! Unfortunately, the king's got other ideas... so many ideas that he turns himself invisible! This is going to be a tricky fight as you're going to have to avoid K.Rool as he runs around the ring, using only his shadow as a guide to where he is. There's a switch in the centre of the ring - you'll need to guide Chunky over to it and stomp down to make four Chunky pads appear around in the corners. Run over and use one of them to activate your Gorilla Gone skill, making K.Rool reappear! This also reveals a Chunky barrel back in the middle of the ring; run back over and leap into it to activate your Hunky Kong skill.

You'll now be the same size as K.Rool so you can finally lay one on him! Hold down Z and wait for him to charge at you before hitting B to use your Primate Punch - wait until he's halfway across the ring and you'll give him a big slap as he runs into you!

As you shrink back to your normal size, the fight continues. Use the same tactic as before to make the pads and barrel appear and slap him again to make him really angry. Not only will he get faster as he runs around the ring but when you use the Chunky barrel again, he'll turn invisible! K.Rool will dash quickly towards you, so be ready with your Primate Punch almost immediately. Smack him again to send him crashing back, ready for one last attack. The next time you use the Chunky barrel he'll turn invisible, move rapidly towards you and sway from side-to-side! You'll have to time your Primate Punch with care; when you land, the fight is over!

Congratulations - you've saved Donkey Kong Island from K.Rool and his Blast-O-Matic!

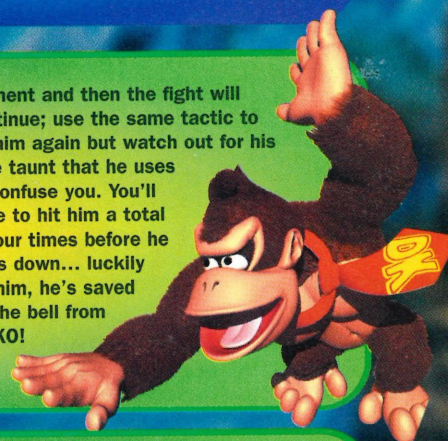


KLUMSY WILL chase King K.Rool's ship around the island and will swat him down to the ground near the waterfall. Head around the island to find the crashed ship and then jump into it to enter the big final battle. Ladies and Gentleman - let's get reeeaaaaddddyyyy to rummmmbbbb!

DONKEY

THE POWERFUL primate steps up first, ready to take on K.Rool. Watch out for him jumping in the air and creating a shockwave - if you don't jump over it, you'll get hurt. Climb up one of the four corner posts and wait until the Blast barrels appear above. Now jump into one of them and watch K.Rool's movements. When he stops guarding and goes to wave at the crowd, fire the barrel and give him a smack right to his face! This will stun him for a

moment and then the fight will continue; use the same tactic to hit him again but watch out for his fake taunt that he uses to confuse you. You'll have to hit him a total of four times before he goes down... luckily for him, he's saved by the bell from a TKO!

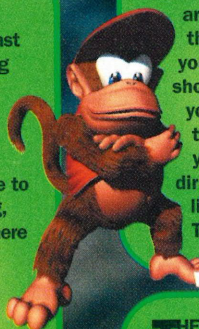


DIDDY

IT'S THE champ of chimps up next and things start to hot up just a bit. Run around the ring for a bit while he throws out his boxing glove towards you and a Jet Barrel will appear after a short while. Jump into it to activate your boosters and then fly up to the top of the arena. If you look carefully, you'll notice that K.Rool is standing directly beneath one of the four lighting fixtures on the rigging above. There will be two targets (one on

each side) of the rig he's under - blast them with your Poppuns and the light will fall down on his head!

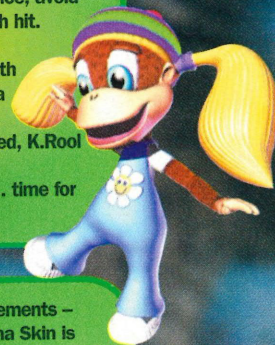
When he throws it to one side, K.Rool will move beneath a different light and start to attack again. Move round and use the same tactics as before, but watch out for his flying glove - it gets faster with every successful hit you land on him. After you've dropped all four lights on his head, he'll be out for the count again... or so you think!



TINY

THE GIRL with the whirl knows where it's at... apparently. It's Tiny's turn to kick some K.Rool butt! Move over to the corner post and climb up to avoid the multiple shockwaves, then wait until he stops and starts to rub his bottom in pain. Use the Tiny barrel that appears in front of him to shrink down in size, then run over into the hole in his shoe to find some particularly smelly crocodile feet! Watch for the toes wiggling - this is a sign that they're about to stretch out and hit you! After dodging the toes a few times, one of them will lift up; you've already got your Feather Bow in hand, so just shoot it to tickle the nasty reptile!

The fight will start again, with even more shockwaves for you to contend with. Steer clear of them by hanging onto the ring post, then jump into the Tiny barrel again and enter his shoe for the second time. You'll now have to shoot the next toe twice, avoid a barrage of moving toes after each hit. This tactic needs to be repeated throughout the rest of the fight, with each following toe needed an extra hit to do K.Rool some damage. When all four toes have been tickled, K.Rool will fall over again and need some resuscitation from his comenmen... time for the next round!

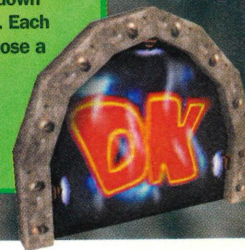


LANKY

WITH THE longest reach in the world, Lanky's stretchy arms will come in very handy during the next round. Dodge K.Rool as he runs about blindly with the light on his head and wait until the four pillars appear around the outside of the ring. Now dash to the side and punch out to strike the button on the side of the pillar - this makes a Banana Skin barrel appear. Grab it through the ropes and watch as four Musical pads appear in the corners of the ring. Move to the centre of the ring and aim the barrel at one of the corners, smashing it to reveal a Banana Skin. Run over to the corner you aimed the

barrel at and watch K.Rool's movements - when he moves so that the Banana Skin is directly in between you and him, play the Trombone Tremor to catch his attention. He'll come running straight at you and slip on the Banana Skin, landing hard on the mat!

This is one of the trickier stages of K.Rool to beat - he gets faster and more unpredictable as the fight goes on. Keep using the same tactics to lure him into each of the Banana Skins and knock him down until all four pillars have disappeared. Each time you successfully hit him, you'll lose a Musical pad - try to keep track of which corners you've already used! When he's fallen on his bottom four times, he'll go down once more and you'll move on to the final round!



Dynamic dunker or dubious dribbler?

NBA Jam 2000



It's been hanging around courts more often than a serial shoplifter with no pockets. But can Jam steal a Sore Thumb this time around?



Tip-Xtra

Run down and throw the ball through the hoop. Oh! You want a real tip! Take it easy on the charge. You don't always need to run but you do need the energy!

YHE JAM is back! What do you mean "so what"? This used to be one of the finest basketball games in the world! Admittedly that was a fair while ago. Since Jam was King we've seen a steady stream of ball and hoop games hovering around the office. We're not kidding – playing Jam 2000 reminds us of the other one thousand nine hundred and ninety nine versions that we've played on the N64.

“Since Jam was King we've seen a stream of ball and hoop games...”

The Sim mode is the same dreary game that bored us in Jam '99. The visuals are still blurry, the characters all look arthritic and the gameplay is so slow you'd think it was the 'Over 90s Geriatric All Stars' playing.

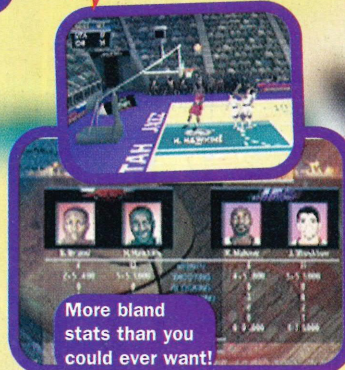
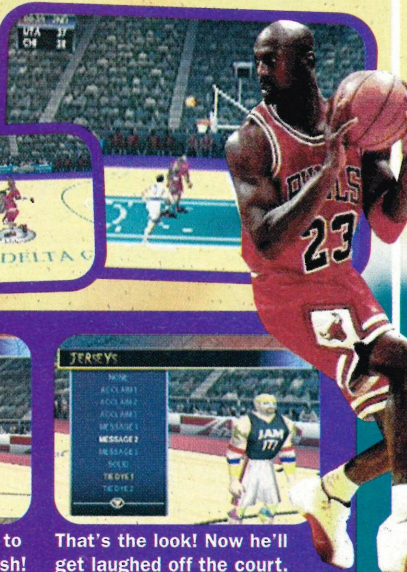
With a massive bunch of opponents in its face, Jam needed to prove it stood over the crowd. It had to look good on court, bounce around with fantastic gameplay and drive tons of new ideas home! Has it got what it takes? Does it impress the N64 Pro reviewing team? Does it hell – it's just last year's version with a few new players and a couple of gameplay tweaks.

If you really feel the need to have the most up-to-date basketballer then Jam's your man (so to speak). Otherwise, steer clear of this outdated ball-bouncing rip-off! **OMH**

One of the problems facing all sports games is how to appeal to the serious simulation freak and the arcade gamer at the same time. Jam just side-steps this problem by simply providing two different games on the one cart.

The Jam mode is interesting. It's just two-on-two basketball action with big characters and easy gameplay. It's quite a good laugh for a short while and much better than Jam '99's attempt (a five-a-side mode).

He's behind you! Turn around and steal the ball!



60%

Why...

It's so similar to last year's version, you could put them in a police line-up and they'd both get sent down. Unless you really are an absolute nut for basketball then you should steer well clear of this duff dunker. **Mark**

Breakdown...

GRAPHICS 5/10
SOUND 7/10
GAMEPLAY 4/10
LASTABILITY 4/10

Why not try...

Kobe Bryant 85%

Other Views...

NERYS Yawn! What, another basketball game? And a rubbish one at that!

RUSS I'm a firm believer that sequels should improve on the original and this one doesn't!

Fool!

YOU can use the Create A Player mode to make any number of foolish Rodman-style ball dunkers.



Big-footed monster masher or worthless wussy racer?

Slam on the brakes with the B button.

Choose a view with the C-buttons.

Use the control stick to steer.

Hammer A to accelerate.



We've seen plenty of fog on the N64. It's not usually this bad though!



Hit the lights and try to work your way around a pitch-black track.



Great for ducks but the wet weather is a nightmare to drive in.



No time to build a snowman in this winter wonderland. Get going!

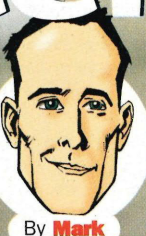


Smash through but don't miss the checkpoint!



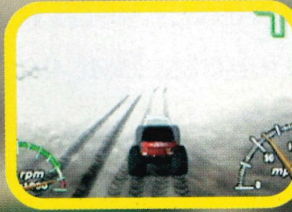
When the heavens open the race becomes a mud-slide!

Monster Truck Madness



By Mark

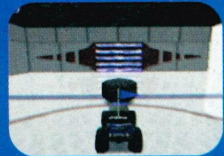
It may be bigger wheeled than other N64 racers, but is bigger always better?



Monster Madness



Smash them up in a standard Battle mode.



Play a Monster Truck game of hockey.



Try not to get tackled in a game of footy.

THE AGE old rule of 'more is better' isn't always true. Bigger trucks with bigger wheels should equal better gameplay – right? Wrong! *Monster Truck Madness* is one of the worst examples of a racer we've seen in a while.

What could possibly go wrong in a game about Monster Trucks? Everything, apparently. The graphics are garish, the trucks sound like broken lawnmowers and from the moment you set off you're bouncing around the track with as much self-control as a deranged dingbat on a pogo stick.

Racing alongside you are a whopping great three other monster trucks. My... what a crowded racecourse – not! You'd think that with

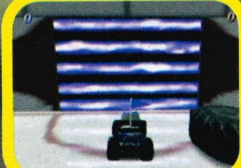
“The trucks sound like broken lawn mowers!”

hardly any opponents on the track, lots of N64 power must be used creating a detailed landscape. Except that every course looks more barren than the Sahara desert.

Monster Truck Madness has a slightly unfinished feel to it, as if it was nearly completed and they just gave up near the end. There's no real Challenge mode and nothing on the scale of *Diddy Kong Racing's* Adventure section or *World Driver Championship's* excellent Career mode.

The N64 is no longer a wuss when it comes to car racing. We've got everything from *Roadsters* to *F1 World Grand Prix 2*. This sort of game may have cut the ice 12 months ago (although frankly we doubt if it would have impressed us even back then) but these days it just looks absolutely hopeless. Still, at least it's better than *Carmageddon*. **● MH**

Whoa! You're supposed to be racing, not diving!



43%

-2



Why...

Madness? The only madness would be rushing out and buying this game! The big wheels can't stop this truck getting stuck in the mud with its wobbly graphics and shoddy gameplay. Monster? Definitely not. **Mark**

Breakdown...

GRAPHICS 3/10
SOUND 3/10
GAMEPLAY 4/10
LASTABILITY 4/10

Why not try...

Roadsters 96%

Other Views...



NERYS Lame game with dull tracks and poor graphics. There's better than this!



RUSSELL *Monster Truck Madness* is chunky, lumpy, blocky and slow.



REVIEW



British Release

Gentlemen... start your engines!

Supercross 2000



By Mark

Get ready to grab some air in this wild two-wheeler.

But is it dynamic dirt racing or just plain dirt?

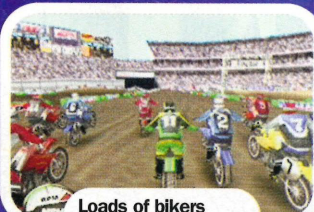
IF YOU'RE a helmet-headed motorbike nut then you'll be in gaming heaven over the next few months. There's a biker bonanza going down on the N64 and first off the starting block is *Supercross 2000*.

EA Sports have really gone full throttle on the realism. *Supercross* has all the famous stars racing on a selection of authentic bikes from famous makers like Suzuki and Kawasaki. The courses all consist of indoor racing tracks. These custom built tracks are specially constructed inside stadiums for the ultimate indoor race. They are full of

ramps and hills, giving the riders plenty of scope to pull off massive tricks as they race towards the finish line.

Visually *Supercross 2000* is a mixed bag of precision parts and ill-fitting elastic bands trying hold it all together. There are loads of competitors on the

track and it doesn't slow down at all. It's also pinpoint sharp and everything is smoothly animated. All the emphasis is on the bikers though and when the pack has split up it looks totally devoid of detail.



Loads of bikers enter each race to make this a realistic looking racer.



Catch some big air by ramming down the throttle and pulling back on the handlebars.

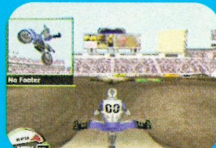


“EA Sports have really gone full throttle on the realism!”

The emphasis on realism will delight hard core bike fans. You even have to develop proper clutch control of your two-wheeled monster to get around the tracks properly. Okay, so motorbikes are great fun in real life but *Supercross* is an incredibly difficult sport and smashing into walls and falling on your head isn't really that much fun (in real life or in a game).

Supercross may be first off the block but I'm still looking forward to seeing some of the other racers. Coming around the corner is *Jeremy McGrath's Supercross*, *Top Gear Hyperbike* and Nintendo's own *Exitebike 64*. I'm waiting to see which one pulls off the most spectacular stunt. **●MH**

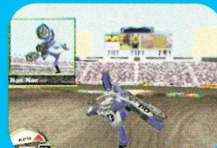
Look no hands



Doing the splits in mid-air.

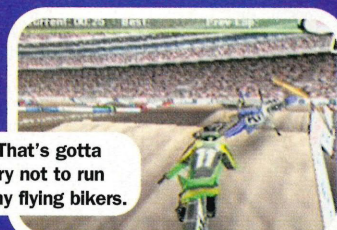
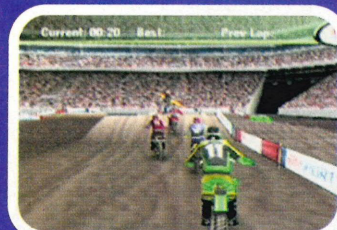
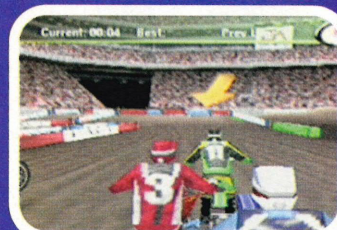


Put your hands in the air!



Whoa... where's the bike going.

Hit R to slam on your clutch
Press C down to pull a mid-air trick!
Use the control stick to steer your bike
Press the B button to hit the breaks
Press the A button to rev your engine



Ouch! That's gotta hurt. Try not to run over any flying bikers.

70%



Why...

The bikers are brilliantly animated. It's a bit too heavy on the realism and can look incredibly bland at times. Wait and see what the other motorbike racing games are like before you decide which one to get. **Mark**

Breakdown...

GRAPHICS 8/10
SOUND 7/10
GAMEPLAY 7/10
LASTABILITY 7/10

Why not try...

Excitebike - Feb



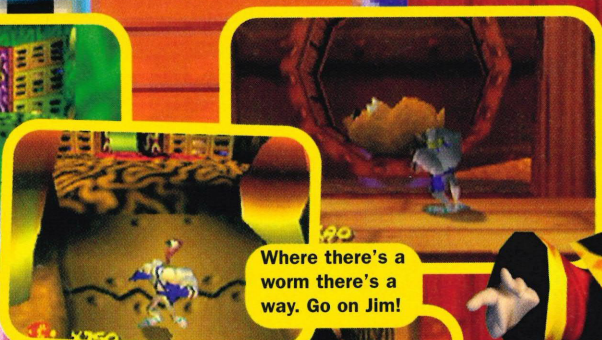
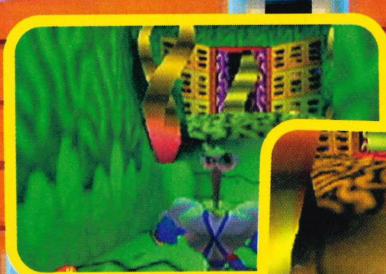
Other Views...

NERYS Hmm. It looks good, but it's not really much fun. I'd rather play *Road Rash*

RUSS Difficult controls make the game handle realistically, but it's just not enough fun!

● Publisher EA Sports ● Contact 01753 549442 ● Release Date Out Now ● Max. Players 2 ● Price £39.99

Look out Jim lovers - the worm has turned...



...turned into a lush 3-D platformer that is! For his latest adventure the worlds weirdest super hero worm is looking rounder than ever.



LONG AGO. In a time of ancient gods, warlords and kings. The N64 cried out for a hero. He was Earthworm Jim, a mighty platformer forged in the heat of the SNES. Then it was announced that he would also appear on the N64.

Now he must contend with three years of delays, alterations and a total re-design before he finally wriggles onto the new console. By which time other warriors will have stolen his crown and his fans have all but given up on the whacked-out worm ever making his appearance.

When a game is repeatedly delayed it isn't a good sign. Usually it means that something's gone badly wrong (Superman for example).

“More bonkers than a cow talking to men in white coats!”

Occasionally (but not often) a delayed game surprises you by putting the extra time to good use and

ends up being quite smart after all. Fortunately *Earthworm Jim* is one of those games - the worm done well!

If you've ever watched the *Earthworm Jim* cartoon you'll know that zany, wacky and kooky are the kinds of words that are going to

appear throughout this review (I'll apologise in advance - sorry).

The plot is just plain crazy. Jim has been hit on the head by a falling cow and ended up in a deep coma. You have to run around inside the wacky worm's head gathering his lost marbles and trying to satisfy the Sacred Cow of Contemplation by collecting golden udders. It's a kooky, spooky experience with something seriously messed-up appearing around every corner.

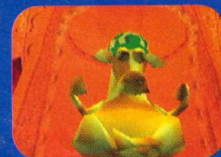
Fans of the original *Earthworm Jim* game on the SNES won't be disappointed by the conversion to 3-D. You can now check out Jim from all angles and the gameplay will be right up your street if you ever played the original. He may have been a lowly

Head-centric

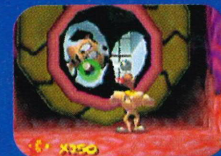
Strange things walk around inside Jim's deranged mind.



Hop on a hog and go surfing around.



Chat to the Sacred Cow of Contemplation



Take a look outside to see what's happening.

Earthworm Jim

Fridges in space

Why? Why do things like this happen? Odd puzzles are what makes this game great.



Why it's a big green button. What could it possibly do?



I know I'll step on it. Oops... it's turned a nasty looking shade of red.



Out of the ground comes a refrigerator. That'll come in handy.



I don't really need five fridges. What are they for? Hang on...



Now they've launched into space. It's best not to question the game.



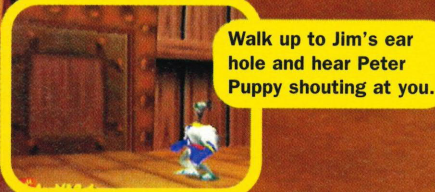
And people say bull!



I'm the hippest groover that ever crawled upon the Earth!

Earthworm once but since he wriggled into a white suped-up cyber-suit he's been given super powers (not to mention arms and legs).

It looks good too. Jim looks the business in 3-D and you can really check out his tiny worm like stature hiding inside the stupidly over-muscled power-suit. He runs around with the same madcap animation that made the cartoon such a laugh to watch. This all new 3-D version keeps everything that made the original game such a wild

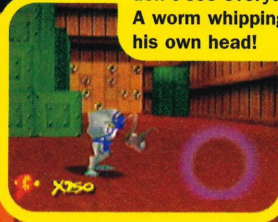


Walk up to Jim's ear hole and hear Peter Puppy shouting at you.

Tip-Xtra



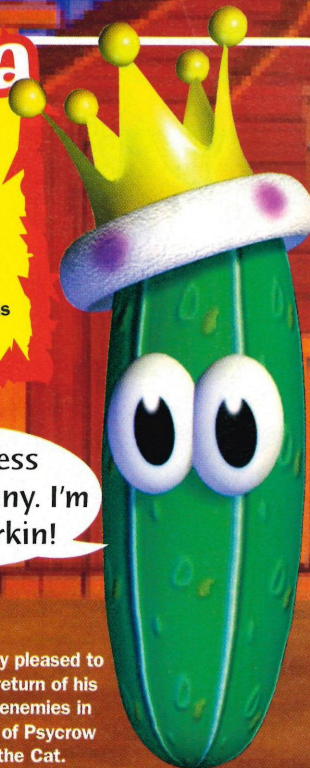
Use the R button when shooting at enemies. It'll lock the camera behind Jim and you'll be able to aim directly at the bad guys. Do this and you'll always be on target, plus you'll save valuable rounds of ammunition!



Now there's something you don't see everyday. A worm whipping his own head!



Don't mess with me sonny. I'm King Gherkin!



A worm too far

The levels are stuffed full of detail and none of it makes any sense whatsoever. For example: in one room five fridges appear. They promptly launch into outer space like rockets. Insane? It's more bonkers than a wobbly British cow talking to the men in white coats.

There's nothing empty-headed about the gameplay though. You have to guide Jim through four sections of his deranged brain. The areas are memory, happiness, fear and fantasy and each one is jam-packed with loads of equally deranged monsters to contend with. Fans of the original will be

especially pleased to see the return of his old arch enemies in the form of Psychrow and Evil the Cat.

In an odd way it makes sense. Despite the puzzles being more bizarre than a breakdancing buffalo you always seem to know what to do.

One gripe is the awkward camera system that gets stuck behind objects, wanders off to the wrong area and generally tends to confuse and annoy you.

The main problem though is really just the long delay. Since this game was first announced we've played *Banjo*, *Donkey Kong*, *Rayman 2* and a multitude of minor platformers (some good - most bad). If we had to choose between the big bad ape and the wriggling worm, I'm afraid Earthworm Jim would just end up squished under Donkey Kong's huge hairy foot. **MH**

85%

3
pts



Why...

It's madder than a cuckoo wearing underpants on his head. You'll be freaked out by the story and fascinated by the gameplay. If Jim had appeared sooner and had better camera angles it'd be walking away with a sore thumb award. Still worth getting though. **Mark**

Breakdown...

GRAPHICS 8/10
SOUND 9/10
GAMEPLAY 9/10
LASTABILITY 8/10

Why not try...

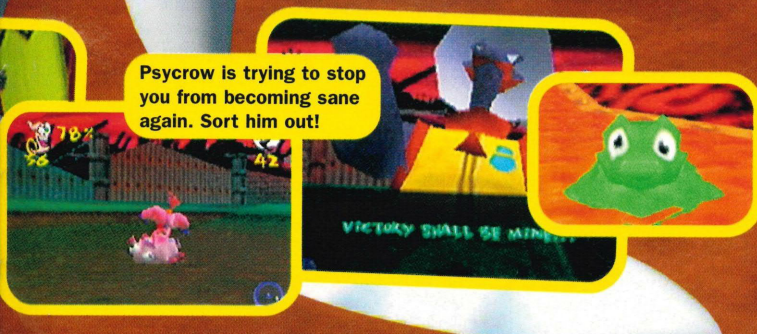
Donkey Kong 95%



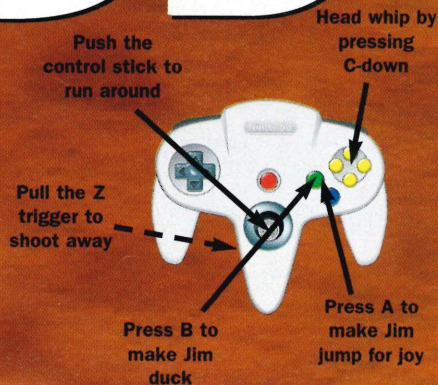
Other Views...

NERYS There's a pile of platformers now that piddle on this. Check out the monkey!

RUSS Great looking game with plenty of puzzles to keep you playing for ages, worth a try!



Psychrow is trying to stop you from becoming sane again. Sort him out!



● Publisher Virgin ● Contact 0171 551 0000 ● Release Date Out now ● Max. Players 1 ● Price £39.99

READER'S: REVI



land **98%**

00% for
money, 58%
or
58%

o,
graphics
I just can't

The game I'm gonna review is...

So here goes...

[illegible]

Name

Address

Postcode **Age**

“Whoever made this game should have his fingers pulled off!”

e-mail us!

You can email any member of the N64 Pro crew with your reader review (or about anything else). If you want to send us a message just zap it off to the following email address! We'll always try to send you a reply (but it may be short because we're really busy).
markh@paragon.co.uk
nerys@paragon.co.uk
russellm@paragon.co.uk

Shadowman 64

What WE said “Dark, menacing and macabre adventure game into the world of the dead. Brilliant.” **MARK**



88%

“It's not really that scary but it is a good story. A lot of the game is tedious though and it's nowhere near as good as anything like *Zelda*. Even if that is cute it's still better.”

Kimberley Grant, Bristol (Age 17) 90%

What YOU said

“With crappy levels and getting stuck between doors this game is not without flaws. The zombies take far too long to murder and I just don't want to go any further or go on any more.”

Simon Bower, Liverpool (Age 15) 60%



Mortal Kombat Mythologies

What WE said “Horrible mix of 2-D platformer and fighting game. Looks like a Megadrive and plays like a brick.” **MARK**



9%

believe Nintendo could let a game this bad come out. I might as well still own a NES for all this is worth.

David Thomson, Wolverhampton (Age 23) 2%

What YOU said

“Why? Why? Why? How the heck did this get onto the shop shelves. This is smellier than my arse! Help! Falling into a coma. Take game and burn it!”

Robert Colquhoun, Glasgow (Age 14) 16%

“Jesus! Whoever made this game should have his fingers pulled off so he can never make another Nintendo game ever again.”

Doug Adams, Blackpool (Age 21) 10%

“I can't believe you gave this 28%. What the hell were you thinking. It's worth 2% at most. I can't

“Worst game ever. You run along and get killed for no reason by a big block that falls on your head. Switch off the cart and try to get your money back!”

Adam Linford, Manchester (Age 12)

Superman

What WE said “Y-Front sporting abomination. Dull, repetitive gameplay that looks terrible and plays even worse.” **MARK**



30%

What YOU said

“Oh God! I can't believe I paid for this. Somebody save me from this game. Please! ARRRRGGGHHH!!!!!!”

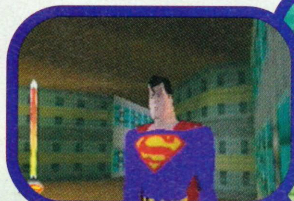
Joshua Miller, Northampton (Age 14) 2%

“I never thought a bloke that saves the world single-handed wearing underpants and strips in a phone box could make a game this crud. Poor performance from the Man of Steel.”

Paul Higgins, Birmingham (Age 11) 50%

“Flying through crummy rings for hours and playing rubbish fighting bits. This is the worst game I've ever played.”

Simon Groats (Age 13), Sheffield 20%



Rogue Squadron

What WE said “*Rogue Squadron* is the stuff of most lads' dreams (and I don't mean that mucky one where you get to cover Caprice in chocolate and lick it off). It's a stunning (both graphically and sonically), action-packed, challenging (though not too brain-taxing) shoot-'em-up. And if that isn't enough to convince you – it's *Star Wars*, for goodness sake!” **NERYS**



92%

What YOU said

“S*** graphics without Expansion Pak and too easy to complete. Only get it if you're a real die-hard fan. *Lylat Wars* is a lot more in-depth and harder to complete.”

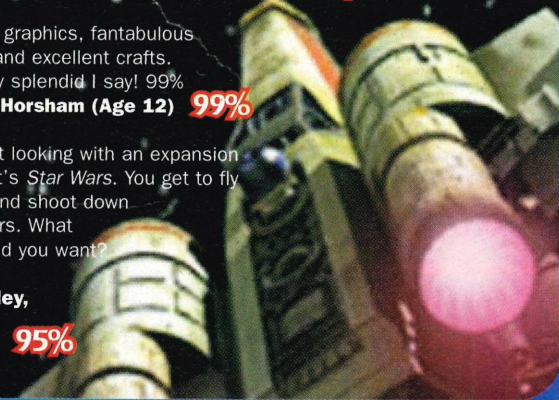
Jess McGonigle, Hertfordshire (Age 13) 42%

“Terrific graphics, fabulous missions and excellent crafts. Absolutely splendid I say! 99%”

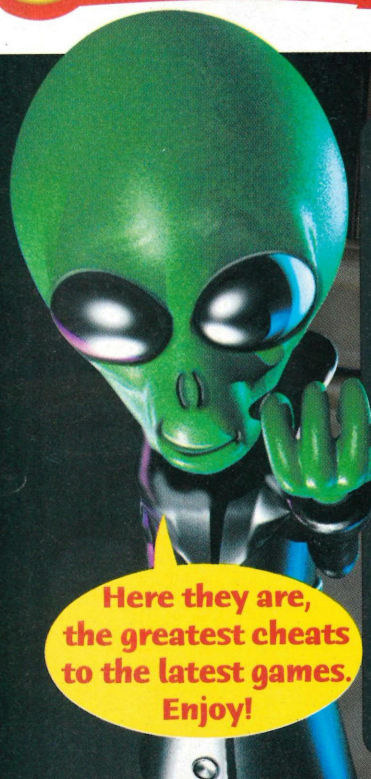
Ben Hall, Horsham (Age 12) 99%

“Brilliant looking with an expansion pak and it's *Star Wars*. You get to fly X-Wings and shoot down Tie Fighters. What more could you want?”

Ben Longley, Sheffield (Age 15) 95%



CHEAT ZONE The Cheat



Here they are,
the greatest cheats
to the latest games.
Enjoy!

Destruction Derby

HERE ARE SOME HANDY CODES TO GET YOU IN A DESTRUCTIVE MOOD!

TURBO START

Immediately after the announcer says 'Set', press and hold the A button for a Turbo Start.

UNLOCK EXTRA CARS

Enter 'World Championship' mode and complete the following for the car you want:

● TAXI CAB

Complete the first circuit.

● PICK UP TRUCK

Complete the second circuit in a taxi.

● AMBULANCE

Complete the legend circuit with the pick-up.

● RAGTOP

Beat Alpine Ridge time trial challenge with Baja.

● BLUE DEMON

Beat Seascape Sprint time trial challenge with Ragtop.

● HATCHBACK

Beat Terminal Impact time trial challenge with Ragtop.

● LOW RIDER

Beat Metro Challenge time trial challenge with Ragtop.

● WOODY WAGON

Beat the Bayou Run time trial challenge with Ragtop.

● HOT ROD

Beat Sunset Canyon time trial challenge with Ragtop.

● POLICE CAR

Beat the Midnight Rumble time trial challenge with the Hot Rod.



Tip-X's Helpline

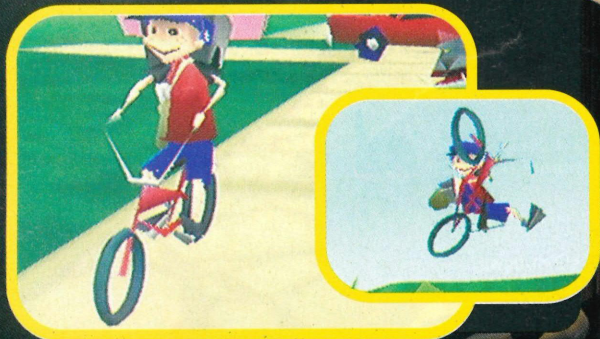
Post your tips, tricks or questions to Tip-X, N64 Pro, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS. The best tipsters will get a free Pro Crew membership!

Paperboy 64

ON YER BIKE, THESE CODES WILL CHANGE YOUR DAILY ROUTINE.

Enter any of the following codes on the 'Secret Codes' menu in the options for the desired effect:

MAXSUBS	Level select
INVINC	Invincibility
NOBUNDLE	Infinite papers
HEADLINE	View all headlines
MOON	Super Jump
ALLJUMP	Super Jump Springs
GOFAST	Rocket Boosters
RUSH	Turbo mode
WAKING	Slow-motion mode
UNTIMED	Frame-by-frame mode
MAGOO	Near-sighted mode
JUMBLE	Invisible obstacles
SCREAM	Screaming obstacles
BACKWARD	Throw papers backwards
SUNDAY	Big newspapers
LITTLE	Small paperboy/papergirl



Ready 2 Rumble Boxing

LADIES AND GENTLEMEN - LETS GET READY TO CHEAT!

UNLOCK CLASSES AND BOXERS

Enter your name as any of these codes in Championship Mode to unlock the relevant class and boxers.

BRONZE	Bronze Class
SILVER	Silver Class
GOLD	Gold Class
CHAMP	Championship Class / All Boxers

CHEAP NUTRITION

When you are trying to bulk up your boxer in the Training mode, highlight 'Rumble Aerobics' then quickly press Left followed by the A button. If done correctly you'll get the expensive Mass Nutrition for just \$500!

RUMBLE FLURRY

During the fight, power up your 'RUMBLE' meter by landing solid punches and the hit A and B together to enter Rumble Mode. Now tap C Right and C Down at the same time to do a mad flurry of punches.



Tip-X's CheatZone 09064 664402



...s are Out There

Roadsters Trophy

STAY IN THE FAST LANE WITH ALL THESE TURBO-CHARGED CHEATS!

Enter any of the following as your player name for the desired effect:

EasyMoney

\$1,000,000 starting money on Trophy mode.

Gimme ALL

Unlocks all cars and circuits.

Extra rez

Gives resolution option in menu.

fastBUCKS

\$250,000 starting money on Trophy mode.

Anyway

Allows you to race circuits in Mirror mode.

Smurfing

All voices turn to Smurf impressions.

Big Wheels

Gives Monster Truck tyres.

Skywalker

Turns vehicles into 'Pod Racer' style hovercars.

Car Radio

Activates Radio Control Car mode and shrinks the cars.

Chopper

Cameras are placed 20 metres directly above the car.

CheatsOff

Turns off all cheats.



Where's that button?



Xena: Warrior Princess

BECOME A MASTER SWORDSMAN, OR WOMAN, WITH THESE SPECIAL SWASHBUCKLING CODES.

Before trying any of these cheats you must activate the main cheat code. During a round simply hold down the A button and then press Right, Right, Left, Left, Right, Left, Right on the D-Pad. A sound will confirm correct entry and now you can enter any of the following:

● Red clown nose

Left Punch, Left Punch, Target

● Green clown nose

Left Punch, Left Punch, Crouch

● Blue clown nose

Left Punch, Left Punch, Jump

● Block ice

Right Punch, Right Punch, Target

● Smooth ice

Right Punch, Right Punch, Crouch

● Big heads

Left Punch, Right Punch, Left Kick, Right Kick, Crouch

● Big feet

Left Punch, Right Punch, Left Kick, Right Kick, Jump

● Big head and feet

Left Punch, Right Punch, Left Kick, Right Kick, Target

● Invisibility with shadows and weapons

Right Kick, Right Kick, Right Kick, Left kick, Jump

● Invisibilty with shadows

Right Kick, Right Kick, Right Kick, Left kick, Crouch

● Total invisibility

Right Kick, Right Kick, Right Kick, Left kick, Target

● One hit deaths

Right Punch, Right Punch, Right Punch, Left Kick, Left Kick, Left Kick, Jump

● Partial invulnerability

Right Punch, Right Punch, Right Punch, Left Kick, Left Kick, Left Kick, Crouch

● Total invulnerability

Right Punch, Right Punch, Right Punch, Left Kick, Left Kick, Left Kick, Target

● Invisible crow

Right Kick, Right Kick, Right Kick, Left Kick, Left Kick, Left Kick, Target

● Ice arena

Left Punch, Left Punch, Left Punch, Left Kick, Left Kick, Left Kick, Target

DESPAIR CHEAT CODE

Enter the main cheat code on the main menu screen and you'll be able to enter either of the following codes:

● Play as Despair

Left Punch, Right Kick, Left Punch, Right Kick

● Play as Despair in pink costume

Left Punch, Right Punch, Right Kick, Left Kick



Tip-X's CheatZone 09064 664402

Operating hours: 7 days a week from 8am till 11pm ● Calls cost £1.50 per minute at all times ● Call charges will appear on your standard telephone bill ● Callers must seek permission from the person paying the bill before calling ● Live line! No recording!

www.wilrons.com

Dream away...

the GREAT bundle offer!!

BRONZE BUNDLE



+

any game

£255

SILVER BUNDLE



+

any 3 games

£325

GOLD BUNDLE

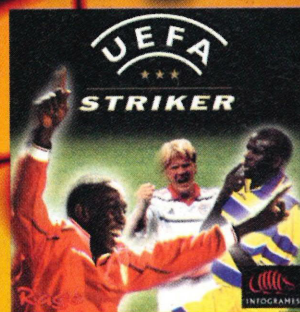
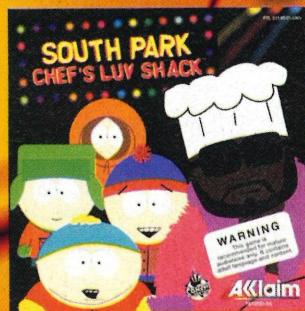


+

any 5 games

£385

games sold separately for £34.99



0207-237 3342

with wilrons Ltd, owning a dreamcast
is'nt an impossible dream,
it's as real as your desire for one.

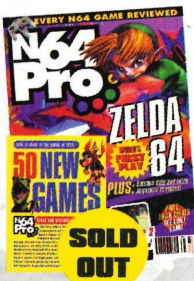
while stocks last!!

Wilrons Ltd, PO Box 23345, London SE16 4ZU

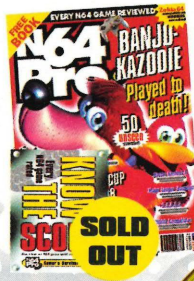
BACK ISSUES

Each back issue costs £4. There's only a few left, so fill in the form and send it off with your chosen method of payment. Get a move on while stocks last...

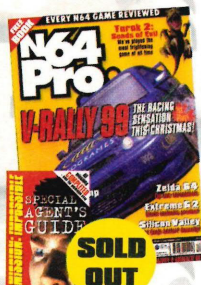
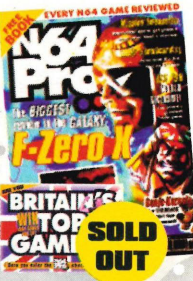
Issue 10 August
Cover: Zelda
Inside: E3 special issue: featuring all the games you'll be playing over the next 12 months. Plus, All Star Baseball
FREE
 50 new games book, plus the final set of free stickers



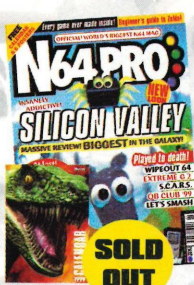
Issue 11 September
Cover: Banjo-Kazooie
Inside: Banjo-Kazooie, ISS World Cup '98, Mortal Kombat 4, Virtual Chess, MLB
 Starring Ken Griffey Jr
FREE
 Know the Score book (Gamer's survival guide)



Issue 12 October
Cover: F-Zero X
Inside: F-Zero X, Mission: Impossible, 1080° Snowboarding, ISS '98, Dezaemon 3D, Star Soldier, Castlevania 3D and Part 1 Banjo guide
FREE
 Are You Britain's Top Gamer? Challenge book



Issue 14 December
Cover: V-Rally
Edition: '99
Inside: NFL Blitz, NASCAR, Gex 64, Super Robot Spirits, Pocket Monsters Stadium
FREE
 Mission: Impossible Special Agent's guide book. All the maps! All the tips and cheats!



Issue 16 January
Cover: Silicon Valley
Inside: Zelda: Ocarina of Time, Turok 2, Wipeout 64, S.C.A.R.S., Extreme G2, Silicon Valley, Let's Smash, Zelda guide part 1
FREE
 1999 calendar, filled with the cream of N64 games for months of drooling

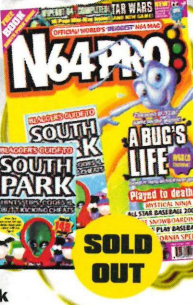


Issue 17 February
Cover: South Park
Inside: Star Wars: Rogue Squadron, Top Gear Overdrive, Rush 2: Extreme Racing, Knife Edge, Bust-A-Move 3DX, South Park
FREE
 A video guide to N64's essential games of '99



Issue 20 Easter
Cover: Lego Racers
Inside: Vigilante 8, Monaco Grand Prix, Snowboard Kids 2, WCW Nitro, Beetle AR plus massive mini-map pull-out guide to Mario Party
FREE
 Big Fat N64 Cheats Book

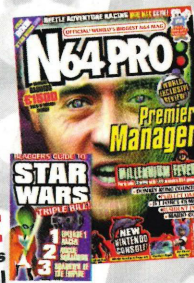
Issue 21 May
Cover: Bug's Life
Inside: Mystical Ninja 2, All Star Baseball 2000, Twisted Edge Snowboarding, Triple Play Baseball, California Speed, Wipeout mini-map solution
FREE
 Mammoth South Park Book



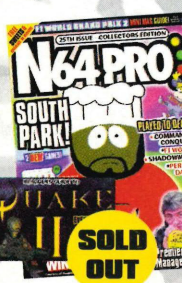
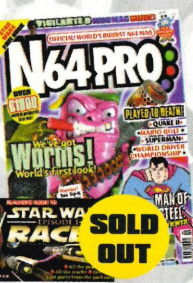
Issue 22 June
Cover: Superman
Inside: Star Wars Episode One Racer, Duke Nukem Zero Hour, Rampage Universal Tour, Bust-A-Move '99, NBA Play '99, Micro Machines mini-map tips
FREE
 Castlevania guide book



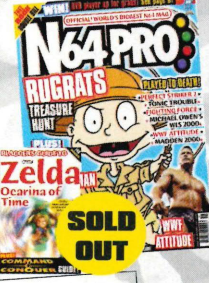
Issue 23 July
Cover: Premier Manager
Inside: Premier Manager, Charlie's Blast Territory, Ken Griffey Jr's Slugfest, A Bug's Life, Lode Runner. Plus a Beetle Adventure Racing mini-map guide!
FREE
 Star Wars Triple Bill



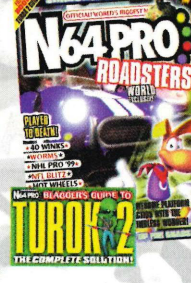
Issue 24 August
Cover: Worms
Inside: Quake II, Mario Golf, Superman, World Driver Championship, Vigilante 8 pull-out mini-map
FREE
 Star Wars Racer book



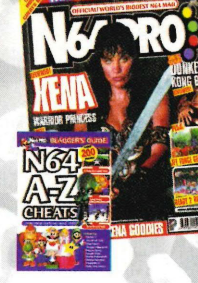
Issue 25 September
Cover: Chef's Luv Shack/South Park Rally
Inside: Command & Conquer, F1 WGP 2, Pokemon Snap, Shadowgate, F1 WGP 2 pull-out mini-map
FREE
 Quake II book



Issue 26 October
Cover: Rugrats
Inside: Treasure Hunt, J League, Shadowman, Fighting Force, Madden 2000, Re-Volt, Tonic Trouble, New Tetris, WWF Attitude
FREE
 Zelda: Ocarina of Time full guide



Issue 27 November
Cover: Roadsters
Inside: Rayman 2, Worms Armageddon, 40 Winks
Mini Reviews: NFL Blitz 2000, Hot Wheels, NHL Pro '99, Nascar 2000
FREE
 Turok 2 - The Complete Solution



Issue 28 December
Cover: Xena: Warrior Princess
Inside: Donkey Kong 64, Jet Force Gemini, Ready 2 Rumble, Chef's Luv Shack, Armored Core, Rat Attack, Turok: Rage Wars, Rainbow Six
FREE
 A-Z Cheat Book



Issue 29 Christmas Special
Cover: Resident Evil 2
Inside: WWF 2000, Super Smash Brothers, Gauntlet Legends, Destruction Derby, Hybrid Heaven, WCW Mayhem, Lego Racers, Paperboy, Carmageddon, Road Rash
FREE
 Pack of Sweets



Back Issues order form

☒ Issue 10 £4 ☒ Issue 11 £4 ☒ Issue 12 £4 ☒ Issue 14 £4
☒ Issue 16 £4 ☒ Issue 17 £4 ☒ Issue 20 £4 ☒ Issue 21 £4
☒ Issue 22 £4 ☒ Issue 23 £4 ☒ Issue 24 £4 ☒ Issue 25 £4
☒ Issue 26 £4 ☒ Issue 27 £4 ☒ Issue 28 £4 ☒ Issue 29 £4

Please make cheques & postal orders payable to Paragon Publishing Ltd Total £

I wish to pay by: ☐ Cheque ☐ PO ☐ Credit Card (VISA/MASTERCARD/ACCESS ONLY) ☐ Switch/Delta

C/Card: Exp: Card Issue no: (Switch/Delta only)

Name Address

Signature

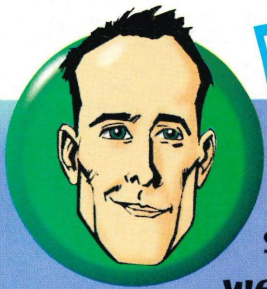
Send to: N64 Pro, Back Issues Dept, Paragon Publishing Ltd, Paragon House, St Peter's Rd, Bournemouth, Dorset BH1 2JS Postcode

UK orders only. Block capitals please

Write (with your photo) to:
 You Reckon, N64 Pro, Paragon Publishing Ltd,
 Paragon House, St Peter's Road,
 Bournemouth, Dorset BH1 2JS
 or email markh@paragon.co.uk

YOU RECKON

Real letters from m



A new millennium and another sack load of letters. This month we've heard about Pokémon distress, Buffy love and even complaints about too many games coming out!

Gaming gold!

Me and my mate are really annoyed that Nintendo are bringing out so many good games all at once.

We both want to buy JFG, DK64, Turok: Rage Wars, Resident Evil and Perfect Dark when it comes out. We just haven't got the money.

I can beat Jan-Erik Spanberg's times in Wipeout, honest, but my camera has got too many photos left on it so I can't send my results I and can't win a game.

Could you save my position until after Christmas?

Oh go on, please!
 I'm hoping to get DK64 for Chimbo and I'm going to buy Turok: Rage Wars, but after the review you gave JFG I'm reluctant to buy it. Is DK64 really good because I've

never really played an RPG/Adventure game?
 Simon Blower, Crosby, Liverpool

N64 PRO: Chill out Simon – it's not Nintendo's fault. All those games are made by different companies (Rare, Acclaim and Virgin Interactive). Most games are bought during the Christmas hols so you can't really blame them for releasing games over Christmas.

You don't have to buy all the games at once and Perfect Dark isn't going to be out until April. Still... it's nice to know that one person isn't gnashing their teeth and wailing about the delay to Perfect Dark!

Make sure you get Donkey Kong and if you've never played an RPG then get Zelda as well. Rage Wars is good but Jet Force Gemini is boss – either game will make you happy though. If you can't prove your scores then they're worth nothing. Get reeling off that film and send the photos to us. Until then you get zip, nada, nuffink – not even a sausage and definitely not your name in lights! Sorry mate – but it's like that and that's the way it is!

Girl power

I've noticed in the last couple of issues you have printed one letter written by a female so I thought I'd give it a

shot and hope to be the chosen one this time round.

Speaking of the chosen one (slick link don't you think!) there is one thing I would have to disagree about in Beck's letter: 'What is so great about Buffy?' The question should be:

'What is NOT great about Buffy?' (yes girls can enjoy Buffy too, though probably not for the same reason). It is the best TV program ever! So good that a friend and myself have produced a fanzine called 'Buffy – The Fangzine'. If any one is interested email buffythefangzine@hotmail.com.

Anyway, back to the reason I wrote in:

1. Will Army Men: Sarge's Heroes be any good?
2. Is Rainbow Six a better game than Sarge's Heroes?
3. What is so good about Pokémon?
4. What is the best tennis game for the Color Game Boy?
5. And finally where is my Pro Crew card? Keep up the good work K Kelly, Cornwall

N64 PRO: Well I have to print one letter from a girl or Nerys and



Nicky turn into fanged monsters and try to kill me. Only joking Nerys – put the axe down! Honestly... we don't look at letters and pick just one female each month. Girls have just as much a right to be in these pages as the lads do.

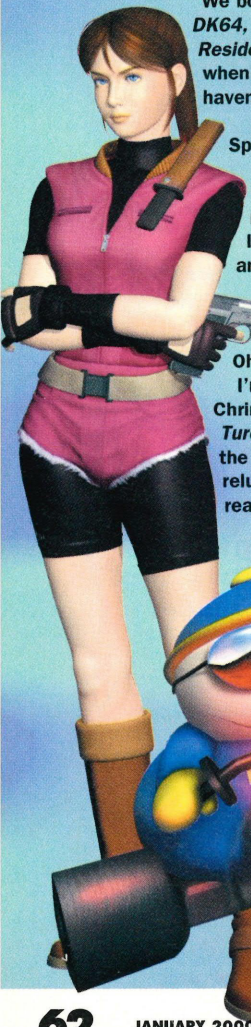
Buffy's the best TV show ever – send me a copy of your fanzine right now... please!

And here's your answers:

1. Army Men's pretty good. Check out the review on page 34.

“Buffy's the best TV show ever!”

2. I prefer Rainbow Six but it's a complicated game (JFG's better than both).
3. As for the Game Boy. Everything, but everything is good about Pokémon (I love it). All Star Tennis is okay but I'd get Mario Golf (okay so it's a different sport but it's totally amazing).
4. Ah... another mysterious missing Pro Crew card! You know we've moved house from Manchester to Bournemouth! Well... we've



KON?

real gamers

WIN!

The best letter we receive each month will win a top new game from Acclaim!

Hello children. I just love reading all your letters.



Acclaim

groovy from

lost a few things on the way and we're busy trying to get the Pro Crew stuff back together. As soon as we do I'll make sure a copy comes winging its way to your doorstep!

The good, bad and gorgeous

Whenever anyone writes in they practically always start off with 'I think your mag is the best' and then slag it off (I just know that's what you're going to do - Mark).

When I first got my N64 I asked a mate which his favourite mag was and since then I've been a subscriber. N64 Pro has improved every issue with the reviews being much better set out.

Until recently - when there's been a sharp drop. The problem is 'the team' which has been cut considerably from ten to six. Also what has happened to the Eight commandments? The Game Boy addition is good but I personally bought the mag for my Nintendo and not having a Game Boy I think it's a waste of space.

The Park feature is excellent though.

On the 'top telly babe' question.

Heather Graham (Felicity Shagwell from *Austin Powers*) wins hands down. Even though her American accent makes my flesh crawl.

Ben Smiley, Oxford

N64PRO: We're never afraid to print readers comments good or bad. If you don't like something then let us know. If enough people dislike something then we'll change it - simple! We never brush letters under the rug just because they don't like something in our mag (although we have been known to set really nasty letters

on fire and try to put them out by spitting on them).

The team is getting back up to full strength. We didn't 'cut' anybody out of the mag. They decided to leave when we moved down to Bournemouth. A few new faces will be popping up from now on and we'll introduce everybody as they appear.

Nothing happened to the Eight commandments! They are safe and sound so don't worry.

We all love the Game Boy and I suggest you buy one (for *Pokémon* if nothing else). We like having a bit of the mag dedicated to it because so many N64 owners also own Game Boys and want to know what games to get. The Park has been re-jigged this month to make more space for all the great games that are coming out. I think it looks better than ever! Heather is a total babe but unfortunately she's not on the telly. She's a film star! Have a picture of her but Buffy is still our 'top telly babe'.

Docile designers

I am glad to see that Nicky is finally chipping in because she never seemed to do anything did she? James Hart

N64PRO: That's right. God damn that girl's lazy. Never did a solid days work in all her life! Bwahaha - ow ow ow ow ow! Sorry Nicky! The mag doesn't design itself James - it's hard work you know.

Donkey discontent

I've just finished reading Issue #28 of N64 Pro and I have some questions.

1. Why did *Rat Attack* get 2 points in the league for 70% whereas *Armoredines* got 1 point for 80%?
2. Why only 95% for *Donkey Kong*? and especially why 8/10 for lastability. It's much better than, for example *Zelda* which I completed in three weeks of on-

THE PRO CREW

LETTER of the MONTH



Pokémadness

My whole family are driving me nuts! I bought *Pokémon* and when my sister saw Pikachu she started shouting out how cute he was. My mother took a look and soon was as mad as my sister. My mum then bought a Pikachu poster which now hangs in the front hall where all my friends can see it. We now have most of the cartoons recorded and *Pokémon Red* and even *Yellow* on import. Even worse was to come. I wanted *Roadsters*, *Xena* and *Chef's Luv Shack* for Christmas but when my mother learned Pikachu was in *Smash Bros* I have to get that

Instead. In my mind Pikachu is now the devil. See ya!
Ewan Heneghan 15, Castlebur, Ireland

N64PRO: Hey count yourself lucky. Haven't you heard about those American kids who are banned from playing *Pokémon* because their parents think it encourages gambling. Yeah right - I've caught all 150 *Pokémon* and now I'm off to the local bookies to put my life's savings on the nags. At least your mum knows a boss game when she sees it! Speaking of games - have a copy of *Chef's Luv Shack* on us.

and-off playing.

3. Is *Pokémon* on Game Boy a full color title?

4. Why don't you do a release schedule for Game Boy?
Derek Cook, Dunstable

N64PRO: Easy Derek! Here's your answers in full.

1. That was a mistake (whoops - who put that banana there!) as a game

average of what all the writers think whereas the main score is just what the reviewer thinks. *Rat Attack* has been dropped to a 1 pointer!

2. *Donkey Kong* is a bit similar to *Banjo* whereas *Zelda* was totally original and had a huge amount of replayability! It's nit-picking really though because 95% is a massive score. If you think it was worth more then send in a reader review (after all that's why we have reader reviews).

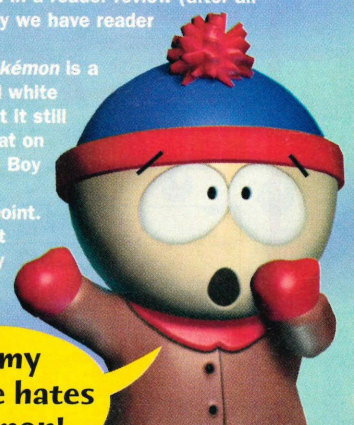
3. No! *Pokémon* is a black and white game. But it still looks great on the Game Boy Color.

4. Good point. Check out Game Boy Nation!

My whole family are driving me nuts!

can't technically get 2 points in the league (the scores are -2, 0, 1, 3). But the two don't have to match because the league points are an

Oh my God! He hates Pokémon!



N64PRO

I'll bet you're all dying to get swimming around in a pool of new games in to keep you occupied in the year 2000! Well there's a whole bundle of games waiting for you in the Swap Shop, so dive in. The water's lovely!

Nerys

Wanted

The most sought after games:



1. Jet Force Gemini

You'll be lucky matey! It's only just come out!

2. Star Wars Racer

The fastest racing game known to man!

3. Diddy Kong Racing

The mineshaft monkey's in demand!

4. Mario Party

Loads of small games in one bigger one!

5. 1080° Snowboarding

Brilliant game of a radical sport!



★ N64 game for sale, *Blast Corps* £15, one or Swap for any N64 game, eg, *Zelda*, *DK64* Phone Jonathan on 01376 511782, Witham, Essex.

★ Hi! I'm selling *Banjo Kazooie* £35, *FZeroX* £25, *Rogue Squadron* £35 *Vigilante 8* £35 or all for £150. Call Robert after 5pm 0181 7484900 Hammersmith, London.

★ I'll swap *Diddy Kong Racing*, *Mario 64* for *Rampage* or *Rampage 2*. Call 012431827410 after 4.00pm on a weekend and ask for Nick. West Sussex.

★ *Top Gear Rally*, *Biofreaks* and *Silicon Valley* £10 each, *Castlevania*, *Body Harvest*, *V-rally*, £20 each *Star Wars Rogue Squadron*, *Micro Machines* £25 each. Call Dean on 01489 896548, Bishops Waltham.

★ I'll swap *Blast Corps* for *F-ZeroX* and *Shadows of the Empire* for *Rainbow Six*, Albert Cambridge, 0141 7994745, Cardowan, Glasgow.

★ 14 N64 games for sale *Zelda*, *Turok*, *Wetrix*, *Mario Golf*, *Premier Manager*, *Banjo Kazooie*, *F1WGP*, *Mission: Impossible*, and more. All boxed with instructions, Prices, £10-30. Tel 0141 5713665 in Glasgow and ask for Adam.

★ I will swap *Mario Kart 64* for *GoldenEye*, *Banjo Kazooie*, *Fifa 99*, *ISS98*, *Rogue Squadron*, *Vigilante 8*, *Virtual Pool*, *WCW* now. If anyone would like to swap please ask for Billy Pigot on the number, Co Wicklow, 2829539.

★ Sale or swap *Wave Race* £20, and *World Cup 98* £15 for *Premier Manager* or *Beetle Adventure Racing*. Also got *Mission: Impossible*, £15 for *NBA Jam 99*. All contain instructions and boxes. Billy McCarter, Edinburgh, 0131 4679735

★ Will swap *Pilotwings* and *Duke Nukem 64* (no box or instructions) for any decent games. All offers answered. *Zelda*, *Turok 2* available as well, write to B Jones, 75 Birchfield Drive, Glasgow, G14 9AS

★ I will swap *Pilotwings* for

Premier Manager 64 or *Zelda 64* I don't mind if boxed or not. Or sell for £25. Please I'm desperate. Henry Hunter, Argyll, 01852300245

★ I will swap *Automobili Lamborghini* for *Off Road Challenge* or *Chopper Attack* or sell for £10. Phone me on 01206241736.

★ I'll swap *FIFA 99*, *Super Mario* for *Vigilante 8*, *Mario Kart 64* or swap *GoldenEye* for *Duke Nukem Zero Hour*. Or sell *GoldenEye* for £36 ask for Josh on 01342 716035. Copthorne, West Sussex

★ I will sell *Mario 64* for £25 or swap for *Turok 2* or *World Driver Championship*. Phone Dan, Long Ditton, Sussex on 0181 339 0189.

★ Swap *Zelda* for *Premier Manager*, *FZeroX* for *Mission: Impossible*, swap *Rayman 2* for *Jet Force Gemini*, *F1* for *Diddy Kong Racing*. Grahame Johnstone, Galashiels, Seckirkshire, Scotland 01896 752699.

★ I have *Fighter's Destiny*, *World Cup*

Got a fanzine? Send us a copy with the form to go In Shout Out

SWAPSHOP SHOUTOUT

Send to: Swap Shop, N64 Pro, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS

Please tick whether this is for Swap Shop ☐ or Shout Out ☐
Swap, sell or shout details (in no more than 30 words)

Would prefer us to print your address ☐ or telephone number ☐

Name:

Address:

Postcode:

Telephone number: Age:

E-mail:

Signature:

How many times a month do you visit a newsagent to buy/look at N64 mags? ☐

How many N64 mags do you buy each month? ☐

How regularly do you buy N64 Pro?

How many people read your copy of N64 Pro? ☐

Which day do you usually purchase your mag?
☐ Weekday
☐ Pay day
☐ Weekend
☐ Other (please specify)

☐ Not purchased

☐ Please tick here if you do not wish to receive promotional information from other companies

HOP

98, F1WGP Lylat Wars, and Turok 2. They're all Yours for £15-£20 each or any one for NHL Breakaway. Contact Richard on 01276 475186, Lightwater, Surrey.

★ I'll swap Diddy Kong Racing or WWF Attitude for DK64 or Mario Party. Must be boxed with instructions. Andy 01803 323225, Torquay. lestdidball@tidfam.freemove.co.uk



SHOUTOUT

Well, if she won't have you, who blummin will, Mickey?

Get back in there, my son!

Philly Weston, Sheffield.

Look I don't want to be rude here, but - who else thinks that Daniella Westbrook is the roughest looking slapper that ever lived?

Reply through Shout

Out

Richard Wilkins, Ramsgate, Kent

Nooooo!! Where have all the heroes gone? I need a hero! I'm holding out for a hero till the end of the night.

Bonnie Tyler, Bonnie Scotland

Right. Villa are going to win the FA Cup next year. Scrap what I said earlier. I hate the Blues and I'm gonna

show it...

William Telford, Worstershire

The millennium is coming, it's time we all started thinking about the future. Like - Jeez, when will I ever finish Zelda, for Chrissakes! Colin Whitgrove, aged 9-and-a-half, from Exmouth, Devon.

Shed Seven rule. Everyone else sucks.

Ha!

Harry Ramsden's fish bar, Whitby.

Ha Ha! Shame on you Castletown Yewdale kicked your ass you butt-kissers. Your crap!

2-1 to the champions!

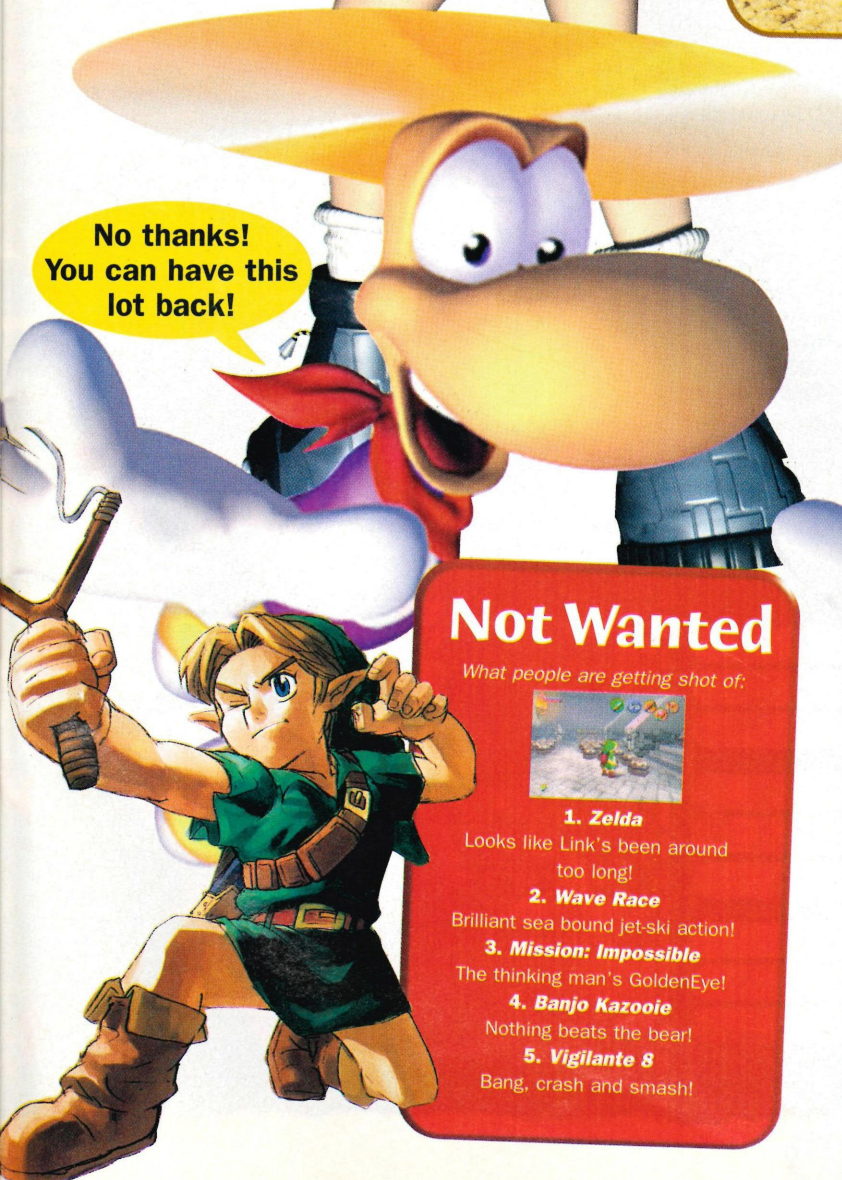
999 Castletown, Gay Street, Earth.

Who thinks that Sam from Eastenders is pug ugly with a concave face.

I think the British public have a right not to have to look at things like that!

Neil Evans.

No thanks! You can have this lot back!



Not Wanted

What people are getting shot of:



1. Zelda

Looks like Link's been around too long!

2. Wave Race

Brilliant sea bound jet-ski action!

3. Mission: Impossible

The thinking man's GoldenEye!

4. Banjo Kazooie

Nothing beats the bear!

5. Vigilante 8

Bang, crash and smash!

TOTAL GAMEBOY

EVERYTHING YOU WANTED TO KNOW ABOUT Game Boy!

ONLY £2.95

all the game boy CHRISTMAS CRACKERS!

www.totalgames.net

GAMEBOY COLOR

EVERYTHING YOU WANTED TO KNOW ABOUT Game Boy!

MARIO GOLF!

TAKE A SWING FOR MARIO!

FREE!

Pokémon POWER!

BOOK OF MONSTERS

OUT NOW!

ONLY £2.95

PULL OUT POSTERS INSIDE!

PLUS

P-P-PIKA CHU PIKA!

HIGH SCORES PRO ARENA

Who's going to be the top gamer of the Millennium? Who's going to be the first person to deliver top scores to N64Pro on JFG, Donkey Kong 64, or Any of the other recent releases? Come on, lads and lasses show us what you're made of and get your hand on a brilliant THQ Cart!

Star Wars: Episode One Racer

AMATEUR LEAGUE

Boonta Training Course	2:14:475	40:272	D. and J. Scott, Rathfailand
Tantooine	3:19:907	1:22.00	Victoria Peggs, Brighton
Vengeance	2:16.46	6:52.47	Victoria Peggs, Brighton
Space Mine Run	2:14.09	7:22.40	Victoria Peggs, Brighton
OVONI	2:50.35	7:10.00	Victoria Peggs, Brighton
Mon Gazza Speedway	57:174	17:179	D. and J. Scott, Rathfailand
Beedo's Wild Run	4:03:636	1:18:860	D. and J. Scott, Rathfailand
Aquiliarius Classic	5:08:556	1:13:819	D. and J. Scott, Rathfailand
Malastare 100	4:7.85	1:17.53	Victoria Peggs, Brighton
Malastare 100	2:59:588	49:202	D. and J. Scott, Rathfailand
Vengeance	5:11:825	1:41:663	D. and J. Scott, Rathfailand
Vengeance	6:52.47	2:16.46	Victoria Peggs, Brighton
Spice Mine Run	6:20:988	2:06:009	D. and J. Scott, Rathfailand

SEMI PRO LEAGUE

Sunken City	7:31:416	1:51:219	D. and J. Scott, Rathfailand
Howler Gorge	5:47:595	1:41:684	D. and J. Scott, Rathfailand
Dug Derby	2:34:176	44:449	D. and J. Scott, Rathfailand
Scrapper's Run	2:40:607	47:398	D. and J. Scott, Rathfailand
Zugga's Challenge	6:53:708	2:00:775	D. and J. Scott, Rathfailand
Baroo Coast	5:13:714	1:41:684	D. and J. Scott, Rathfailand
Bumpy Breaks	7:25:019	2:21:982	D. and J. Scott, Rathfailand

GALACTIC LEAGUE

Executioner	5:10:465	1:39:240	D. and J. Scott, Rathfailand
Sebulba's Legacy	5:57:239	49:506	D. and J. Scott, Rathfailand
Grabvine Gateway	6:05:198	1:50:082	D. and J. Scott, Rathfailand
Andobi Mountain Run	5:29:448	1:44:858	D. and J. Scott, Rathfailand
Dethro's Revenge	2:50:745	53:678	D. and J. Scott, Rathfailand
Mountain Railway	7:00:685	2:17:037	D. and J. Scott, Rathfailand
The Boonta Classic	7:05:878	2:18:492	D. and J. Scott, Rathfailand

INVITATIONAL LEAGUE

Ando Prime Centrum	3:41:425	1:09:661	D. and J. Scott, Rathfailand
Abyss	4:02:386	1:17:685	D. and J. Scott, Rathfailand
The Gauntlet	6:59:176	2:12:235	D. and J. Scott, Rathfailand
Inferno	3:51:608	1:09:243	D. and J. Scott, Rathfailand

Diddy Kong Racing

Ancient Lake

00:33:00 Jim Allen, London

Boulder Canyon

01:33:81 Danny Dunn, Lincolnshire

Crescent Island

01:05:63 Stuart Richards, Surrey

Darkmoon Caverns

01:42:60 Stuart Richards, Surrey

Everfrost Peak

01:20:10 Stuart Richards, Surrey

Fossil Canyon

00:59:91 Stuart Richards, Surrey

Frosty Village

01:15:20 Jim Allen, London

Greenwood Village

01:19:21 Kevin Seeney, Suffolk

Haunted Wood

00:50:75 Kevin Seeney, Suffolk

GoldenEye 007

00 Agent

Archives 00:56 Richard Dunn, Lincolnshire

Aztec Complex

10:37 Andrew Mills, Dundee

Bunker

02:36 Andrew Mills, Dundee

Cradle

01:02 Barry Drew, Wisbech

Control Centre

07:29 Andrew Mills, Dundee

Dam

03:25 Andrew Mills, Dundee

Depot

00:30 Mike Leighton, Powys

Egyptian

01:13 Andrew Mills, Dundee

Facility

00:52 Richard Dunn, Lincolnshire

Frigate

04:12 Andrew Mills, Dundee

Runway

00:32 Johnathan Kneller, Middlesex

Silo

07:41 Steve John, Colerne

Streets

02:11 Barry Drew, Wisbech

Surface

01:52 Richard Dunn, Lincolnshire

Train

02:06 Richard Dunn, Lincolnshire

Kirghizstan

08:06 Tony Pang, Orpington

How To Enter...

Don't worry if you can't fill in all the Game and Achievement spaces, just make sure you send photographic proof of your achievement(s) and a recent picture of yourself. We'll add your name to the ever-growing list of Gaming Gladiators – the sooner you send off your entry, the sooner your face'll appear in the mag!

Name

Address

The Pro Arena

Game

Achievement

Game

Achievement

Game

Achievement

We want your challenges!

Have you got a gaming achievement that you're proud of? Fancy pitting your gaming prowess against both the N64 Pro team and fellow readers alike? Send us your times!

WIN!
A THQ CART
OF YOUR
CHOICE

The top prize this month goes to Barry Drew, who sent us a VIDEO, no less, of him going great guns in Golden eye and Topping the table in Mario Kart 64. Choose a THQ Kart, Barry and contact us to tell us which one you want! Come on, then! Who's going to try to smash those scores?

Attention Gamers
You can win ANY THQ game cart - so get gaming and get your entries in now!!

Hot Top Volcano	00:53:63	Stuart Richards, Surrey
Jungle Falls	00:41:70	Stuart Richards, Surrey
Pirate Lagoon	01:02:21	Jim Allen, London
Snowball Valley	00:51:35	Jim Allen, London
Spacedust Alley	01:24:26	Stuart Richards, Surrey
Star City	01:25:55	Stuart Richards, Surrey
Spaceport Alpha	01:23:11	Stuart Richards, Surrey
Treasure Caves	00:48:66	Kevin Seeney, Suffolk
Walrus Cove	01:20:09	Jim Allen, London
Whale Bay	00:57:85	Stuart Richards, Surrey
Windmill Plains	01:21:80	Stuart Richards, Surrey



Jim Allen

Legend of Zelda:

Horse Race	00:46	Danny Dunn, Lincolnshire
	00:46	David Wilkinson, Spennymoor
	00:46	Victoria Peggs, Brighton
	00:47	James Dransfield, Manchester
	00:47	Peter Hutchins, Cheshire
	00:47	Philip Longhurst, Sudbury
	00:47	Gareth Moore
	00:47	Laurie Nicholas, Sheffield
	00:47	Martin Oliver, Watford
	00:47	Tom Reynolds, N.Ireland
	00:47	James Firman, Merseyside
	00:47	Peter Tweedie, Woking
	00:59	Peter Biddle, Oxon
Archery	2,000	Daniel Berry, Bolton
	2,000	Kanai Brand
	2,000	Chris Haynes, Wycombe
	2,000	James Kaplonek, Hants
	2,000	Ryan Lilley, Aberdeen
	2,000	Martin Oliver, Watford
	2,000	Tom Reynolds, N. Ireland



James Firman

Ocarina of Time

2,000	Peter Tweedie, Woking
2,000	Jordan Widdowson, Middlesbrough
2,000	David Wilkinson, Spennymoor
1,670	George Spencer, S Wirral
Marathon	
01:02	Victoria Peggs, Brighton
01:02	Philip Longhurst, Sudbury
01:03	Kanai Brand
01:04	Derek Cook, Beds
01:04	James Dransfield, Manchester
01:04	Jan-Erik Spangberg, Sweden
01:05	Tom Reynolds, N. Ireland
01:06	Jamie Shrimpton, Worcestershire
01:07	Gavin Shepherd, Sheffield
01:07	Kevin Seeney, Suffolk
Fishing	
34lbs	Peter Biddle, Oxon
33lbs	Paul Adinolfi, London (Hyrule Loach)
21lbs	Paul Adinolfi, London
20lbs	Tony Pang, Orpington, Kent
20lbs	James Firman, Merseyside
20lbs	Mandee Keeling, W Sussex



Kanai Brand

The New Tetris

Global	1108 Lines in 35.29minutes	Paul Gauden,
Hants.		
	1000 Lines in 24.05 minutes	Paul Gauden, Hants
Sprint		
	194 Lines in 3.00 minutes	Paul Gauden, Hants
	170 Lines in 3.00 minutes	Paul Gauden, Hants
Ultra		
	156 Lines in 3.00 minutes	Paul Gauden, Hants
	157 Lines in 1.36 minutes	Paul Gauden, Hants
	157 Lines in 1.47 minutes	Paul Gauden, Hants



Paul Gauden

Mario Kart 64

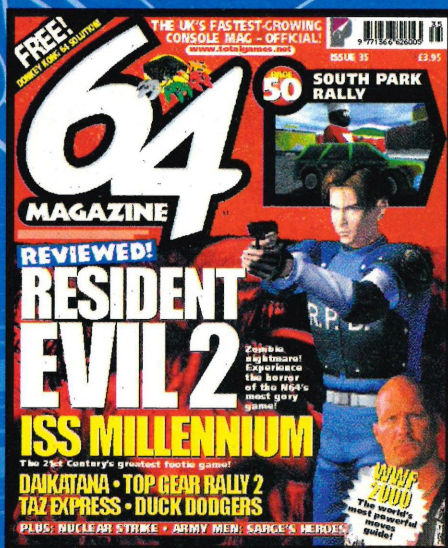
Toads Turnpike	01:56:23	Barry Drew, Wisbech
Wario Stadium	00:20:95	Barry Drew, Wisbech
Yoshi Valley	00:34:23	Barry Drew, Wisbech
Koopa Beach	01:43:49	Barry Drew, Wisbech
Rainbow Road	04:52:35	Barry Drew, Wisbech
Moo Moo Farm	01:34:20	Barry Drew, Wisbech
Banshee Boardwalk	02:12:18	Barry Drew, Wisbech
Bowsers Castle	02:22:80	Barry Drew, Wisbech

64

MAGAZINE

OUT NOW!

ONLY £3.95



Includes free 200 page Donkey Kong 64 Solution book.

Britain's fastest growing console mag!

Join... **THE PRO CREW**

If you wanna
be cool as the King,
you'd better join the
PRO crew today.
Uh-hu-hu!

CALL 
The Pro Crew
Hotline on
0870 606
0423
quoting N9914

- More competitions, just for the Crew!
- Exclusive insider info on N64 games!
- Every issue of N64 PRO for a bargain £2.15, saving 84 pence per issue!
- Top secret info on the Crew!
- Funky fanzine every month!
- Flashy membership card!
- Mystery bonus free gifts for every Crew member!
- Extra cheats! Strictly members only!



PLUS an exclusive, highly-limited edition Pro Crew T-shirt - Free!

All this for only **£28!**



Join **The Pro Crew!** The cool thing to do!



It's new! It's the Crew! It's the brand new Crew! And you just have to be a member! Fill this in and all manner of treats will plop through your letterbox every single month!

How do I join The Pro Crew?

Use this box for Cheque, Postal Order or Credit Card

Couldn't be easier! Just write a cheque and send it in, or fill in the details below!

Please make cheques & postal orders payable to Paragon Publishing Ltd

I wish to pay by: ☐ Cheque ☐ PO ☐ Credit Card ☐ Switch/Delta

C/Card: Exp: Issue No: (Switch/Delta only)

or call the Membership Hotline:

0870 606 0423

Fax the order form on: **01795 414600**

E-mail: **n64pro@galleon.co.uk**

Please quote reference number N9914 when telephoning or e-mailing your order.

Title Name

Address

Postcode Date of birth

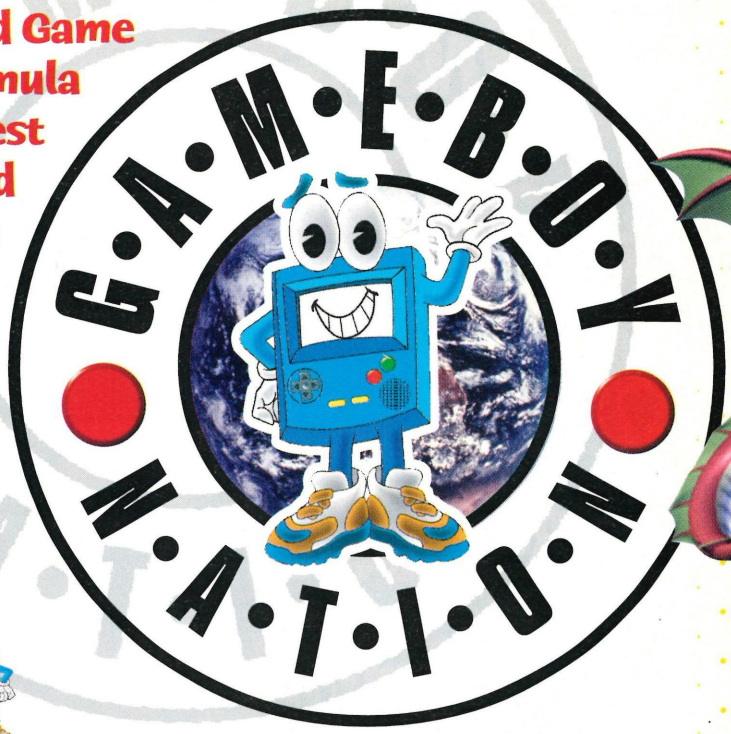
Please tick if you don't wish to receive promotional literature from other companies ☐
Please tick if you don't wish to receive promotional literature from Paragon Publishing Ltd ☐

How much will it cost me?

13 issues UK (cheque/PO/Credit card)	£28
13 issues Europe (including Eire)	£35
13 issues Rest Of The World	£46

Where do I send this form? Complete the form and post it to us at:
The Pro Crew, N64 Pro, Freepost SEA6332, PO Box 296, Sittingbourne, ME9 8BF (No stamp required!)

Welcome to the new and improved Game Boy Nation. Our special formula contains the freshest news, purest reviews and brightest tips and cheats. Spin through these pages and you'll find buying the brightest games a breeze! - Mark



WHAT'S THE SCORE

TOP STUFF!

If you see this happy little fella at the end of a review then you'll know that we absolutely love it. If you had any doubts about whether to buy the game or not then this chap chuck's 'em right out the window!



NOT BOTHERED!

Hmm. We're not too sure we like a game that gets this character. Read carefully - maybe it only appeals to certain gamers, or maybe we've seen it too many times before! Think long and hard before buying one of these!

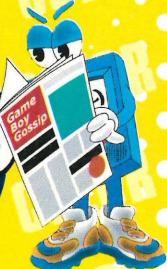


WELL ROPEY!

No! No! No! Bobbins. Not good enough. Poor. Dirt. Rubbish. Atrocious. Bollo... Well, you get the picture! See this unhappy chappy at the arse end of a review and you'll know to leave your cash in the much friendlier home of your wallet/back pocket!



NEWS



More Pokémon

A big cheer for Nintendo who flew in an extra 250,000 copies of Pokémon to Britain at the last minute so nobody had to go without pocket monsters this Christmas.

Demand for this brilliant game has been ridiculously high. We all know it's brilliant, but so many people are buying Pokémon that it's completely taking over the world! Thanks to Pokémon, the Game Boy Color is now outselling every other console!

There have been suggestions that Nintendo was withholding stock of Pokémon to create panic buying. Now that the big N' has brought in a quarter of a million copies, these accusations have been proved totally false. There are enough Pokémon now for everybody to share!

PREVIEW

International Karate

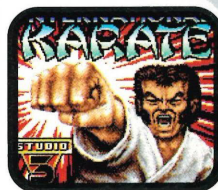
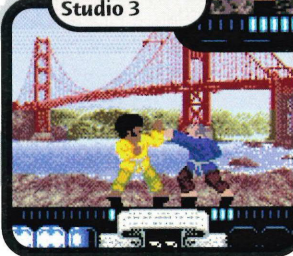
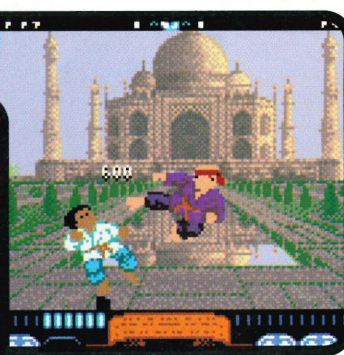
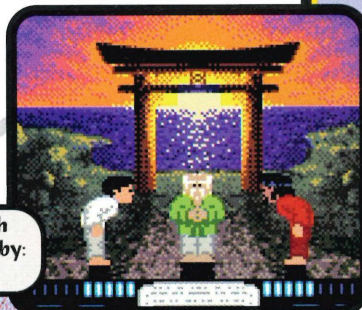
THE N64 Pro team have been in karate-chopping heaven thanks to an almost finished version of this classic fighter appearing in the office.

International Karate (or IK, as it's usually known) is one of the finest fighting games of all time. Unlike most fighters, it works on a proper points system (like real karate) instead of just having a power meter. The result is a tense match where you have to pay as much attention to blocking as to punching and kicking your opponent.

Here's a bit of video game trivia. International Karate was the first computer game to be made in England that went

straight to number one in America. It's a great fighting game and the Game Boy version is exceptional. Keep your eyes open for this one.

Out: March
Published by:
Studio 3



PREVIEW

Pokémon Yellow

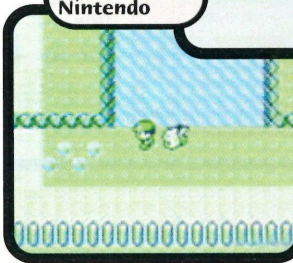
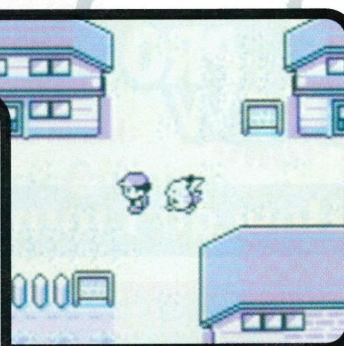
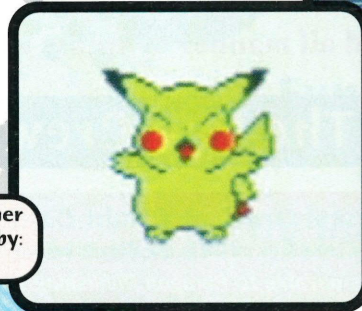
LATEST IN a very long line of Pokémon products is Yellow. This cart is going down a storm in America so we got our friends in the States to send us over a copy to see what all the fuss was about.

Far from being a completely new game, Pokémon Yellow is pretty much identical to the Red and Blue but with a few new updates to tie it in with the brilliant TV series. You now start off with Pikachu, who is your companion throughout the game. You can talk to him and hear the Game Boy sound chip scream 'Pikachu' (followed by a picture of Pika' in varying states).

Pokémon Yellow looks like a neat update but could

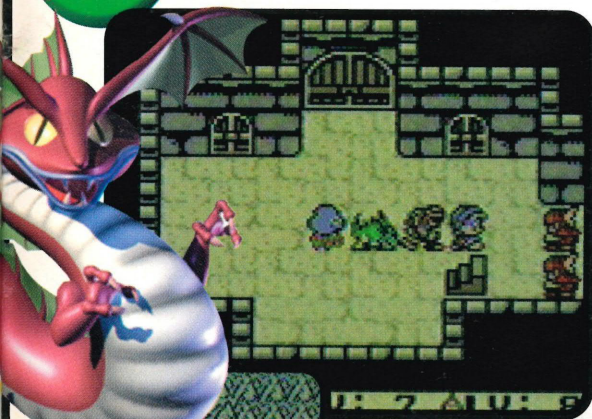
have used a few new features. Especially absent is the use of full colour. For that you'll have to wait for Pokémon Gold and Silver.

Out: Summer
Published by:
Nintendo



REVIEW

Dragon Warrior Monsters



ALL GAME BOY fans were busy catching monsters this Christmas thanks to a certain massive monster hunting game (begins with a P ends in N and is bigger than a cow sandwich – you know the one that we're talking about!).

But hot on it's heels comes another game all about catching monsters!

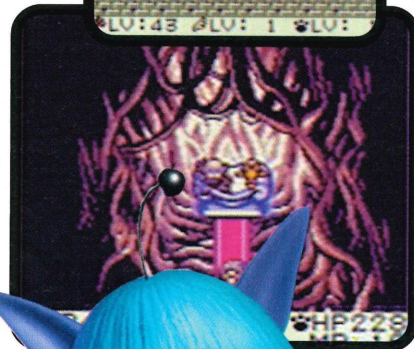
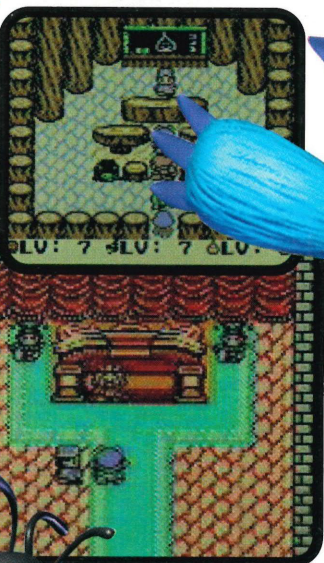
We'll level with you – we were expecting a shameless scamster trying to hustle a lift on the back of the monster-catching master. But not at all! *Dragon Warrior Monsters* stands on it's own two (or even four) feet by throwing a lot of new ideas into the mix.

The plot is brilliant – you have to rescue your sister who's trapped in the land of The Great

Tree. In many ways, DWM is more of a normal RPG (like *Zelda*) than just a monster catching game.

You also get to raise your monsters Tamogachi-style (instead of just beefing them up through fighting) and best of all, you can breed any male and female monster to create an all new monster-type. It's a brilliant new aspect to monster-hunting that makes the game much more involving.

Dragon Warrior Monsters is an awesome game that only suffers from having to stand in the shadow of that other 'monster hunter'. Don't compare it to *Pokémon*, though, because this is an incredibly enjoyable RPG that stands tall on its own merits.



Verdict...

This looks better than a bucket full of ten pound notes thanks to being coded especially for the Game Boy Color. Particularly nice is the way all your monsters walk behind you through the game – a great touch.

But for all its brilliance, new ideas and pretty face, you can't help feeling that something's missing. The answer's Pikachu! And Meowth, Squirtle and all the others. For all its technical brilliance (and make no mistake – this is a fantastic game), *Dragon Warrior Monsters* just doesn't have the personality of *Pokémon*.

That shouldn't stop you from buying it though. After all, how many platform games do you own? There's no law against getting two monster catching games so go out and get *Dragon Warrior Monsters* straight away!

Out: February
Published by:
Eidos £24.99



Release Schedule

WATCH OUT FOR THESE GAMES...

I'm hopping onto the Game Boy!



Daffy Duck Fowl Play	Infogrames	21 Jan
Speedy Gonzales	Infogrames	8 Feb
Tonic Trouble	Ubisoft	March
International Karate	Studio 3	March
Tomb Raider	Eidos	March
Rayman	Ubisoft	March
Janosh	Infogrames	March



Looney Tunes: Martian Alert	Infogrames	4 April
4x4 World Trophy	Infogrames	19 April
Le Man 24hr	Infogrames	10 May
Asterix 3	Infogrames	10 May
UEFA Striker	Infogrames	June
Wacky Races	Infogrames	June



Wetrx	Infogrames	July
Zorro	Ubisoft	Spring
Total Soccer Manager	Ubisoft	Spring
Warlo Land 3	Nintendo	Spring
Tetris Attack	Nintendo	Spring
Animorphs	Ubisoft	Sept
Metal Gear Ghost Babel	Konami	2000 TBA



Hunchback 2	Nintendo	2000 TBA
Benjo-Kazooie	Rare	2000 TBA
Bass Fishing	Nintendo	2000 TBA
Blonic Commando	Nintendo	2000 TBA
Crystals	Nintendo	2000 TBA
Deja Vu	Nintendo	2000 TBA
Zelda: Fruit of the Mysterious Tree	Nintendo	2000 TBA





Metal Gear Ghost Babel
Stealthily sneaking its way towards the Game Boy Color is this superb action adventure. It's apparently going to be a neat mixture of the full 3-D version and the superb NES classic.

Take a look at the shots in the release schedule and you'll see that it's coming along nicely and promises all the stealthy gameplay elements that made it famous. We'll bring you more news as it arrives.

Donkey Kong Color
If you've ever played Donkey Kong Land 3 on the Game Boy Color then you'll know what a blinder it was. The good news is that a full colour version of the game is set to come out in Japan. Let's hope we get to see Donkey Kong 3 DX come out in the UK soon!

Disney Double Date
Eidos is producing two Disney games. Walt Disney World Racing sees you bombing around the famous theme park, whilst 102 Dalmations will be an adventure game to go with the film's sequel!

REVIEW

Grand Theft Auto

Out Now £24.99
Published by: Take 2

IT SOUNDED like such a good idea at the time! Run round a city, nick cars, run people over and earn money by doing jobs for the local mobs. But it's all gone horribly wrong! Stealing the cars is virtually impossible because the city is almost completely deserted. And when you do get a car you wish you hadn't bothered because of the terrible steering.



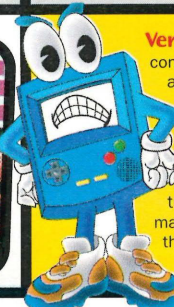
Verdict... Appallingly bad conversion of an already fairly duff game. Nicking the non-existent cars is nigh on impossible and playing the game is duller than painting fences. Steer around this game!

REVIEW

Missile Command

Out Now £19.99
Published by: Hasbro

UPDATE OF an old retro classic where you move a target around and fire missiles at the onslaught of nuclear missiles falling on your head. Try to keep the nukes from trashing major cities and don't lose your missile bases. Incredibly simple gameplay that slowly gets harder until you're turned into burnt toast.



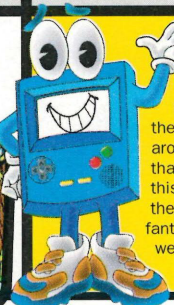
Verdict... Average conversion of an ancient game. A few changes have been made (such as only having two missile turrets) which make it less manic than the original. Disappointing.

REVIEW

Mickey's Racing Adventure

Out Now £24.99
Published by: Rare

THE FIRST game to appear from the teaming of two giants - Disney and Rare. Let's face it - it couldn't go far wrong. The graphics are lush and Mickey and friends appear bigger than a beached whale. It's full of neat twists like the train track puzzle game but above all the racing itself is excellent fun. Deep, involving and incredibly playable.



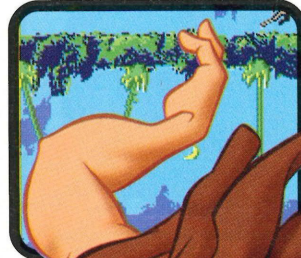
Verdict... This racing game is brilliant. But it's the adventure around the racing that really makes this stand above the crowd. Hours of fantastic fun that's well worth owning.

REVIEW

Disney's Tarzan

Out Now £24.99
Published by: Activision

THE LORD of the jungle takes a trip on the Game Boy Color with surprisingly good results. The first thing you notice is the animation which is truly awesome. Tarzan runs and swings around just like in the film. The graphics are great but the gameplay offers nothing in the way of originality. If you liked the film you can't go wrong with this!



Verdict... Looks so good, Walt Disney himself would've been proud of it. Tarzan swings around this platformer with grace and style. It's unoriginal but loads of fun anyway. Well worth buying even if it's just for the amazing visuals!

REVIEW

Marble Madness

THIS APPEARED in arcades around ten years ago and was immediately heralded as one of those rarest of games – a totally and utterly original idea. You guide a marble down a series of ramps in a race to get to the finish line before the timer runs out. All the time you have to dodge devious traps, blobs of acid and other manic marbles. Brilliant!

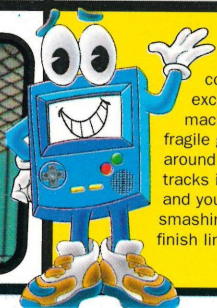


Out Now £19.99

Published by: Activision

Verdict...

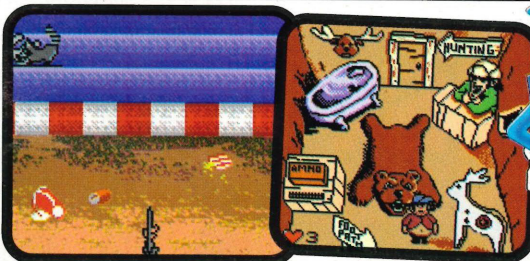
A brilliant conversion of an excellent arcade machine. Racing a fragile glass ball around the tortuous tracks is intense fun and you'll never tire of smashing past the finish line.



REVIEW

Billy Bob's Huntin' and Fishin'

YOU KNOW when somebody tells a joke and you don't get it? That's how we felt when we were playing this game. Billy Bob is a redneck hunter trying to capture the girl of his dreams by shooting rabbits and catching fish. Sadly, these are terribly simplistic sub-games rather than accurate animal hunting (which could have been fun). And no – it's not funny!

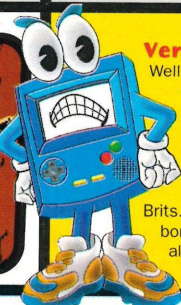


Out Now £24.99

Published by: Activision

Verdict...

Well shoot me dead and eat apple pie! Perhaps it'd be funny if you lived in Alabama but the hillbilly humour is sadly lost on us Brits. The hunting part is boring as well. Avoid at all costs!



Game Boy Cheats!

Space Invaders

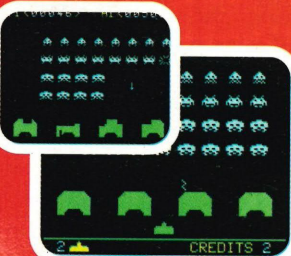
Fed up of shooting Martians in a modern style? Then use our cheats to revert to the classic Eighties-style original shooter. Alternatively skip most of the game and head straight to the final battle.

Old-skool Space Invaders

Type in CLSS1281999DBM as the password.

Level skip Passwords

Level	Password
VENUS	RTJN PBKC X2RJPW
EARTH	WWYX TC2N QW79VY
MARS	?WZ4 VCLN 4W81V?
JUPITER	RSSN 3QJ7 8?GJMC
SATURN	WSPZ MS08 N?H8NF
URANUS	CV17 QWKG J3X8R5
NEPTUNE	HV27 RW1G N3YOR7
PLUTO	MV7H RCLH S3ZSR9
HOMEWORLD	RV8R RC2H X3?RJC



Pokémon

This monster battling extravaganza is in millions of Game Boys right now! Here are some helpful tips so you can all become better Pokémon trainers.

Boss Tactics

Having difficulty beating the bosses? Use this guide to using the best Pokémon for the job.

Brock: Use Grass or Water Pokémon.
Misty: Use Grass or Electric Pokémon.
Lieutenant Surge: Use Ground and Rock Pokémon.
Erika: Use Fire or Flight Pokémon.
Sabrina: Use Bug or Ghost-type Pokémon.
Koga: Use Psy-type Pokémon.
Blaine: Use Water or Ice type Pokémon.
Giovanni: Use Water Ice and Plant Pokémon to destroy the leader of Team Rocket. Make sure you talk to him afterwards.

To defeat the five Pokémon masters at Indigo Plateau use this line-up.

1. Plant
2. Water, Plant, Flight or Ice
3. Psychic
4. Ice or Dragon
5. Anything

Grassy cut tip

You can cut down grass with the HM cut. This will stop wild Pokémon from attacking you.

Level Boost

To easily gain experience switch the Pokémon you want to train to the top and go into battle. As soon as the battle begins you can safely switch to another Pokémon. The one at the top will get experience points in every single battle.

Get Mewtwo

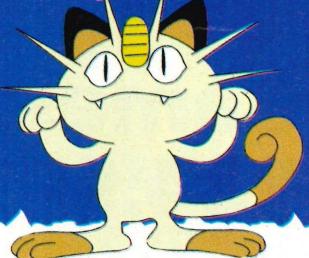
After you have got all of the eight trainer badges the credits will roll up. Make sure you don't reset the game! Now head up to Cerulean City and go north to the bridge to Bill's house. Turn left and head to the water. Surf until you get to a cave and inside you'll find Mewtwo!

Mimic TM

To get the super-rare Mimic TM buy a Pokédoll in Celadon Mart. Now fly to Saffron and talk to the Copycat. She'll hand over the Mimic TM to you.

Hidden Dosh

There are secret coins all around the Game Corner. Just keep walking around and pressing the A button.



Mario Golf

Don't get left behind in the golfing world. Use these tips to putt your way to winning.

Level Up Mushrooms

Level Up mushrooms help you to improve. The first one is hidden in the room to the right of the director's room. Look in the

bookshelf there to find it. The second one is in a cabinet in the club maker's hut. The third one is near peaches castle. Look in the bushes to the left to find it.

Peach's Castle Course

To open up Peach's Castle Course you need to get first place in all four of the courses and beat all four champs in their match games.

Top Ten Games

GOT A GAME BOY? Then get these games - they're all stormers!



1. Pokémon Red/Blue
Best game ever made. Catch monsters, train 'em up and fight your friends. Amazing!



2. Mario Golf
King of the swingers. Incredibly addictive golfing game that scores a hole in one!



3. Legend of Zelda DX
A brilliant game! Just like the N64 version but on the small screen. Incredible!



4. Dragon Warrior Monsters

A mix between Zelda and Pokémon that'll keep you up all night. Well worth owning.



5. Mickey's Racing Adventure

Mr Mouse's mix of adventure game and madcap racing. Brilliant graphics and great gameplay.



6. Super Mario Brothers DX

Awesome platformer from the early Eighties! Still kicking even ten years on!



7. Tetris DX

It may be older than the hills but this block bashing puzzler is still the business.



8. Harvest Moon

Sow seeds, raise cows and reap the harvest. A brilliant farming game (take our word for it!)



9. Warlord 2

Mario's evil nemesis returns. Huge graphics, original ideas and excellent gameplay.



10. R-Type DX

Brilliant sideways scrolling shooter. Addictive almost to the point of causing insanity. Amazing!



USA LIVE!

Talk live 1-2-1 with Californian girls!

09061 919 472

CHAT USA & UK!

Chat direct to girls from all over the USA or the UK!

09067 526 808

TAROT 2000

CONNECT LIVE TO PSYCHICS IN THE USA!

09061 95 95 62

GUL Box 5306 London WC1N 3XX. 09067 calls cost 75p/min / 09061 calls cost £1.50/min. Live calls recorded. Callers must be aged 18 or over.



LOOK

£250

**WORTH OF PRIZES
OF YOUR CHOICE**
JUST HAVE A GO AT OUR
SIMPLE COMPETITION

CALL **0906 4700342**

CALLS CHARGED AT 60p PER MINUTE AND LAST APPROX 3 MINUTES

MUST BE 16 YEARS OR OVER AND MUST SEEK THE PERMISSION OF WHOEVER PAYS THE BILL. CLOSING DATE FOR ENTRIES IS THE 29th OF FEBRUARY 2000 AFTER WHICH A COMPETITION WILL RUN ALONG SIMILAR LINES ON THE SAME TELEPHONE NUMBER. FOR DETAILS OF RULES SEND A SAE TO Glenhurst no 15, Co Durham DL17 8LP

THE FUNNIEST WAY TO WIND UP A FRIEND!

**CALL ONE OF THE
NUMBERS BELOW.
PUT IT THROUGH
TO A MATE...**

MR. FURY
09067 360351

THE DETECTIVE
09067 360352

MR. STAMMER
09067 360353



**...THEN WAIT FOR
THE REACTION**

irate DELIVERY DRIVER
09067 360354

MY DAUGHTER'S PREGNANT
09067 360355

Calls charged at £1 in at all times. Jokes, P.O. Box 43, Warminster, BA12 7PP
PLEASE SEEK PERMISSION FROM THE PERSON PAYING THE BILL BEFORE CALLING



SVS
SOUND & VISION
SPECIALISTS

Quality,
reliable
service

FOR ALL YOUR CONSOLE, GAMES AND DVD NEEDS
TEL: 0208 220 1225
<http://www.svs-dvd.com>
svslaserdisc@netmatters.co.uk

ALL MAJOR CREDIT CARDS ACCEPTED

**GRAHAM'S
GAMES**
MAIL ORDER

**We Will Try To
Beat Any UK
Retail Price On
All New
N64 Games**

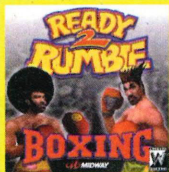
Tel: 01254 278665
Email: GrahamsGames@aol.com
Opening Hours: Mon-Sat: 9am - 7pm
Consoles Also Available



DREAMCAST



**Console
£185.99**



**Games
£34.99**

**D.C Console
+
2 x Controllers
+
1 x Visual Memory
+
Any Game
Bundle price £ 255**

**Bundle packages are subject to P&P
All games ordered receive free delivery
WWW.WILRONS.COM**

**CALL
WILRONS 0207-237-3342**



EVOLUTION

TECHNOLOGY FOR THE NEW AGE



ACCESS THE ONLINE SUPERSTORE: www.evotna.co.uk

TEL/FAX: 01924 366203



Pokemon Yellow, Red and Blue:

The Pokemon adventure starts here. Collecting/Trading/Nurturing are gameplay virtues that define this classic title and have captured the hearts of millions of players worldwide. Can you make it to Victory Road? Call for prices/details.



Pokemon Gold/Silver:

Japanese: out now! US: soon The true sequel to the game that began the phenomena. Join Ash in his new quest to catch 250 (yes 250!) Pokemon. Travel through time and challenge friends to new VS modes. Call for prices/details.



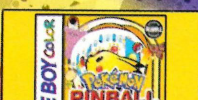
Pokemon Snap:

Join Todd on his Pokemon mission to snap 'em all! Photograph rare Pokemon and receive advice from Proff Oak. Awesome 3D visuals. Cleverly hidden game secrets. Available in NTSC and PAL versions. Converters available. Call for prices/details.



Pokemon Stadium:

Japanese versions available now. US release - March 2000. Includes GB Transfer Pack for uploading Gameboy monsters into your N64 cart for battle! Cool! Watch your Pokemon battle it out in fantastic 3D graphics! Call for prices/details.



Pokemon Pinball:

Turn your Gameboy into a Pinball Machine! Feel the action with the rumble enhanced cartridge. Play for high scores on Blue and Red tables. Call for prices/details.



Pokemon TCG:

Pre-order the next big thing now! TCG on Gameboy Color! 2 player link action for battling/trading. Includes special Trading Card in every box. This one's gonna be big! Call for prices/details.

ALSO AVAILABLE:

Pokemon Goodies:

Pokemon T-Shirts:
Over 50 Different T-Shirt designs!
Call for sizes, etc.

Toothbrushes!
Mugs! Models!
Videos! Soft/Plastic Toys!
Music! Posters! Yo'Yo's!
Jewellery! Jigsaws!
+lots, lots more!

Visit our website
or call us for more
information on
anything Pokemon
related!



Enter the fantastic world of
Pokemon at Evolution! Pika-Pika!

CONSOLE GAMES:

Import Specialists: The latest games first!

Nintendo 64 Games:
WCW Mayhem/Jet Force Gemini
Mario Party 2/Donkey Kong 64
Resident Evil 2/Ready 2 Rumble
Mario Adventure/South Park Rally
Tarzan/Perfect Dark

Playstation Games:
Final Fantasy Anthology/Spyro 2
Resident Evil 3/Tomb Raider 4
Gran Turismo 2

Gameboy Games:
Mario Golf/Muppets/SF Alpha
Ghosts n' Goblins/Disney Tetris
Resident Evil/Konami Rally
Oddworld 2/Silicon Valley
Metal Gear Solid: Ghost Babel

Dreamcast Imports:
Virtual On 2/Virtua Striker 2
Sega GT/Shenmue/Street Fighter 3
Metropolis Street Racer+more!



Pokemon Bits:
Beanies, Plastic Figures, Jigsaws, Pokedex, Keychains, Soundtracks, Videos, Calendars and lots more.
Call for info and new items. New stock arriving constantly! Get US and JAP Pokemon goodies not available in the UK!



Gameboy Color:
Available in 6 colours: Atomic Purple, Teal, Grape, Berry, Dandelion & Kiwi. Call for best price and package deals!
Also available in limited quantities: Pikachu Special Edition Gameboy Colour (including Pokemon Yellow!) Call for info and availability!



Donkey Kong 64:
Complete with RAM expansion. Awesome 3D adventure with amazing graphics and a totally massive world to explore. Don't miss out on this! Another N64 classic by the masters at Rare.
Also available: Donkey Kong Beanie toys. (Kranky, Donkey, Funky and Diddy Kong) Call for prices/details.



Card Holders, etc:
Complete series albums, base set albums, deck boxes, themed cardboard boxes - (Fossil and Original). Playmats for laying out your game.
Action Flipz folders.
Every storage method you ever dreamed of and more! Call for prices/details.



UK Pokemon Game Cards:
Basic Booster Packs, All Theme Decks: (Overgrowth, Brushfire, Zap, Blackout), Starter Decks, Single Cards. Call for prices/details and rare cards.



US Pokemon Game Cards:
(Not yet available in the UK!) Jungle Boosters, Theme Decks (Power Reserve & Waterblast), Fossil Boosters, Theme Decks (Bodyguard & Lockdown). Call for prices/details.

Pre-orders now being taken on Perfect Dark for Nintendo 64 & Pokemon TCG for GB: Call Now!

Evolution are stockists of the following: Dreamcast/Playstation/Nintendo 64/Saturn/Gameboy/Neo-Geo Pocket Game-related merchandise/Pokemon/Game music/all this and more can be seen at our online store: www.evotna.co.uk
Most games not in stock can be ordered within 3 days. Pre-order up-coming releases free of charge to secure copies.
All copyrights respected. Evolution also offers web-design services and graphic design. Call for details.

e-mail us for information at: sales@evotna.co.uk

Our friendly sales team are always available for help and enquiries.

Evolution is an all-night store, most nights open till 9PM+

Call anytime! (Open 7 Days)



All major credit cards accepted



Aerofighters Assault

More like Top Gun than Top Gun. Ugly, slow and too easy to finish. Get Pilotwings instead.

NINTENDO
Players 1
Memory Pak X
Rumble Pak X

48%

Forsaken

360 degree shooting action. Big twisting levels, intelligent opponents and a stylish look.

ACCLAIM
Players 1-4
Memory Pak X
Rumble Pak X

80%

Quake II

A second helping of slaughter! Simplistic but fast, great looking and a joy to play.

ACTIVISION
Players 1-4
Memory Pak X
Rumble Pak X

83%

Turok 2: Seeds of Evil

Massive 3D game filled with violent dinos and top weapons. Great animation and plenty of blood.

ACCLAIM
Players 1-4
Memory Pak X
Rumble Pak X

90%

Armorines

Shoot giant bugs and run about a bit. Good graphics and plenty of green gore!

ACCLAIM
Players 1
Memory Pak X
Rumble Pak X

80%

Gauntlet Legends

Retro 3-D shooting game battling monsters through various dungeons.

MIDWAY
Players 1-4
Memory Pak X
Rumble Pak X

82%

Rainbow Six

Get the guns! Kill the baddies! Your a World War superhero!

ACCLAIM
Players 1-2
Memory Pak X
Rumble Pak X

93%

Turok: Rage Wars

Best from the Turok camp so far with fast fire multiplayer and mission mode.

ACCLAIM
Players 4
Memory Pak X
Rumble Pak X

91%

Body Harvest

Go monster hunting. Talk to terrified people, nick their cars and save the Earth - neat!

GREMLIN
Players 1
Memory Pak X
Rumble Pak X

84%

GoldenEye 007

The best shooter ever! Innovative with smart enemies and a top plot.

NINTENDO/RARE
Players 1-4
Memory Pak X
Rumble Pak X

96%

Robotron 64

A classic Eighties shooter returns but hold on a minute... weren't Eighties games rank?

GRAVE
Players 4
Memory Pak X
Rumble Pak X

58%

Vigilante 8

Hi-octane mix of cars and guns. Dive around, grab weapons and trash everything.

ACTIVISION
Players 1-4
Memory Pak X
Rumble Pak X

89%

Buck Bumble

A cyber bumble-bee with a sting. The good ideas and smart design are lost in foggy levels.

UBISOFT
Players 1-4
Memory Pak X
Rumble Pak X

70%

Hexen

Doom's weaker brother with a medieval atmosphere. Dull with jerky graphics and terrible sound.

GT INTERACTIVE
Players 1-4
Memory Pak X
Rumble Pak X

51%

Rogue Squadron

The force is strong with this one! Fly in low, smash up AT-ATs and shoot down Tie Fighters.

NINTENDO
Players 1
Memory Pak X
Rumble Pak X

92%

Worms Armageddon

The most fun you can have with a pink wriggly thing with your pants on!

INFOGRAVES
Players 1-4
Memory Pak X
Rumble Pak X

91%

Doom 64

Doom has failed the test of time! Slow, blocky visuals and non-existent animation.

GT INTERACTIVE
Players 1-4
Memory Pak X
Rumble Pak X

60%

Knife Edge

Aim the gun, move a sight, pull the trigger and wish you'd bought something else.

KEMCO
Players 1
Memory Pak X
Rumble Pak X

33%

Shadows of the Empire

The dark side of the force! Boring Doomclone levels and unplayable speeder bike racing.

NINTENDO
Players 1
Memory Pak X
Rumble Pak X

50%

Duke Nukem

Doom with a sense of humour! Top action, top levels and comical enemies. Looks old though!

GT INTERACTIVE
Players 1-4
Memory Pak X
Rumble Pak X

80%

Lylat Wars

Trigger happy action that looks like a movie. Loads of levels, awesome visuals and gameplay.

NINTENDO
Players 1-4
Memory Pak X
Rumble Pak X

90%

South Park 64

Turok 2 with turkeys, guns and sampled swearing. Lame on your own but multiplayer is sweet!

ACCLAIM
Players 1-4
Memory Pak X
Rumble Pak X

82%

Duke Nukem: Zero Hour

Outrageous violence with black humour! Stylish, deep gameplay and big boomsticks!

GT INTERACTIVE
Players 1-4
Memory Pak X
Rumble Pak X

85%

Quake 64

Fast paced sequel to Doom. Big guns, bigger enemies and a dark atmosphere. Dumb but fun!

ACTIVISION
Players 1-4
Memory Pak X
Rumble Pak X

75%

Turok: Dinosaur Hunter

Go hunting in Jurassic Park. Smart dinos, big guns, many platforms and instant deaths!

ACCLAIM
Players 1
Memory Pak X
Rumble Pak X

89%

This new Nintendo Park is Pokétastic, Parky!





Check out Mario Kart. It rules!

Aero Gauge



Speed that's been bought at the expense of the graphics and gameplay.

ASCII
Players 1-4
Memory Pak X
Rumble Pak X

30%

Cruis'n USA



Very poor racing game without the road kill of the arcade version.

NINTENDO
Players 1-2
Memory Pak X
Rumble Pak X

30%

Extreme G



Futuristic bike racing. Stokingly fast, but the bikes are difficult to control.

ACCLAIM
Players 1-4
Memory Pak X
Rumble Pak X

60%

Automobili Lamborghini



Feels more like a robin reliant than a Lamborghini! Dull visuals and dreary gameplay.

TITUS
Players 1-2
Memory Pak X
Rumble Pak X

72%

Cruis'n World



The worse game from the Cruis'n camp. Cruise? I'd rather eat earwax.

NINTENDO
Players 1-2
Memory Pak X
Rumble Pak X

15%

Extreme G XG2



Slow racer with jerky and plain-looking graphics. There's a lot better than this!

ACCLAIM
Players 1-4
Memory Pak X
Rumble Pak X

70%

Beetle Adventure Racing



Herbie goes ballistic! Huge tracks and fine handling. Best arcade car racing game.

ELECTRONIC ARTS
Players 1-4
Memory Pak X
Rumble Pak X

90%

Destruction Derby



Multiplayer mayhem and sudden death matches with arcade-style graphics and big crash feasts!

THQ
Players 1-4
Memory Pak X
Rumble Pak X

87%

F1 Pole Position



Wasn't any good when it came out...still no good now. Watch this one in the pits!

KEMCO
Players 1-2
Memory Pak X
Rumble Pak X

40%

Mario Kart 64



Excellent racing with your mates - but those N64 characters cheat like crazy!

NINTENDO
Players 1-4
Memory Pak X
Rumble Pak X

91%

California Speed



Nearly the worst racing game ever. So easy you could finish it with your eyes shut (seriously).

MIDWAY
Players 1-2
Memory Pak X
Rumble Pak X

11%

Diddy Kong Racing



Takes Mario Kart and better it. Great graphics, characters and Adventure mode!

NINTENDO/RAVE
Players 1-4
Memory Pak X
Rumble Pak X

92%

F1 WGP



Recreates the '97 season on F1. Looks, sounds and smells just like the real thing.

NINTENDO
Players 1-2
Memory Pak X
Rumble Pak X

90%

Micro Machines 64



Toy car racing in a house. novel gameplay and brilliant multiplayer fun.

CODEMASTERS
Players 1-4
Memory Pak X
Rumble Pak X

90%

Carmageddon



The worst racing game ever. Kill blurred Zombies and get lost on unmarked tracks.

SCI
Players 1-2
Memory Pak X
Rumble Pak X

10%

Episode One Racer



Blindingly fast racer! Jedi-like depth and Jabba-sized tracks. Use the force to finish it!

LUCASARTS/NINTENDO
Players 1-2
Memory Pak X
Rumble Pak X

90%

F1 WGP 2



The second lap for F1 is just as good as the last one but even faster!

NINTENDO
Players 1-2
Memory Pak X
Rumble Pak X

95%

MRC



Only three tracks! Slow, old and uninteresting. Get a newer game.

OCEAN
Players 1-2
Memory Pak X
Rumble Pak X

58%

F-Zero X

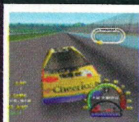


Remake of the old SNES game. Fast, competitive and dangerously addictive.

NINTENDO
Players 1-4
Memory Pak X
Rumble Pak X

90%

Nascar 2000



Racer that goes round, and around, and around. Dull cars and tedious tracks.

CRUVE
Players 1-2
Memory Pak X
Rumble Pak X

20%

Gt 64



Very poor! Jerky and slow with awkward controls. Needs to be binned!

OCEAN
Players 1-4
Memory Pak X
Rumble Pak X

50%

Penny Racers



Interesting idea, but too slow and sluggish to deliver. An ugly, boring little racer.

THQ
Players 4
Memory Pak X
Rumble Pak X

62%

Hot Wheels



Wacky Racer-style car chase. The gameplay is too simple to be a challenge.

EA
Players 1-4
Memory Pak X
Rumble Pak X

65%

Racing Simulation MGP



Super fast Formula One racing without licence - real F1-heads prefer F1WGP II.

UBISOFT
Players 1-2
Memory Pak X
Rumble Pak X

84%

Lego Racers



Slow racer on short circuits with brilliant Car Construction and Build Driver modes.

LEGO
Players 1-2
Memory Pak X
Rumble Pak X

84%

Revolt



Twitchy remote control cars race around real world environments.

ACCLAIM
Players 1-2
Memory Pak X
Rumble Pak X

84%

Steering Wheels

TOP GEAR LOGIC

Best wheel you can buy! Leather look, brilliant handling and fully programmable. Ace!



1

Pedals ✓
Rumbles X
★★★★★

£69.99

ULTRA RACER

Top alternative to a wheel. Looks neat and works an absolute treat!



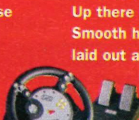
2

Pedals X
Rumbles X
★★★★★

£29.99

644 STEERING WHEEL WITH RUMBLE EFFECT

Up there with the best! Smooth handling, well laid out and a top rumbler!



4

Pedals ✓
Rumbles ✓
★★★★★

£69.99

OFFICIAL JORDAN GRAND PRIX RACING WHEEL

Fantastic F1 replica. Looks top and has the best gearstick! Get this and F1 WGP!



5

Pedals ✓
Rumbles ✓
★★★★★

£59.99

RACE32/64 SHOCK 2

Much better wheel than the compact. Chunky feel, smooth handling and well made.



6

Pedals ✓
Rumbles X
★★★★★

£49.99

V3FX RACING WHEEL

Top wheel! Well laid out, handles brilliantly and easily programmable. A good buy.



7

Pedals ✓
Rumbles ✓
★★★★★

£59.99

Road Rash

NEW ENTRY



Burly biker mayhem in this super violent arcade-style racing game.

THQ
Players 4
Memory Pak X
Rumble Pak ✓

79%

Snowboard Kids



Mario Kart-style snowboarding, big jumps and power up but too slow.

ATLUS
Players 4
Memory Pak X
Rumble Pak ✓

70%

FIGHTING



Roadsters



Good, solid racer with sleek cars and challenging tracks. Not quite up with F1WGP II.

TITUS
Players 4
Memory Pak ✓
Rumble Pak ✓

88%

Snowboard Kids 2



Pretty much the same as the last one but with better graphics and Story mode.

ATLUS
Players 4
Memory Pak X
Rumble Pak ✓

80%

Bio Freaks



Blood-soaked puncher! Jet around the levels and kick opponents heads off.

GT INTERACTIVE
Players 1-2
Memory Pak X
Rumble Pak X

82%

Mortal Kombat Mythologies



Hooray! At last, a game bad enough to get into single figure scores. Tripel.

GT INTERACTIVE
Players 1
Memory Pak X
Rumble Pak X

9%

Rush 2: Extreme Racing



Gaudy visuals, over-the-top racing and laughable sound. Simple but fun!

GT INTERACTIVE
Players 1-2
Memory Pak X
Rumble Pak ✓

80%

Top Gear Overdrive



Fast arcade racer! Great cars, top tracks, challenging gameplay plus Hi-res mode.

KEMCO
Players 4
Memory Pak ✓
Rumble Pak ✓

82%

Clayfighter



Terrible 2-D Tosh. Never, ever touch it. Its got all kinds of nasty sicknesses.

INTERPLAY
Players 4
Memory Pak X
Rumble Pak X

12%

Mortal Kombat Trilogy



Clumsy fighter with flat characters, lumpy animation, and rubbish controls!

GT INTERACTIVE
Players 1-2
Memory Pak X
Rumble Pak X

48%

1080 Snowboarding



Flawless reproduction of the raddest sport around! Stunning and addictive.

NINTENDO
Players 1-2
Memory Pak X
Rumble Pak ✓

93%

Top Gear Rally



Great testing tracks and fluid car dynamics in this top rallying racer.

KEMCO
Players 4
Memory Pak ✓
Rumble Pak ✓

76%

Dark Rift



Ancient N64 fighter. Interesting characters but shallow gameplay.

ACTIVISION
Players 1-2
Memory Pak X
Rumble Pak X

65%

Nightmare Creatures

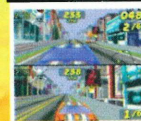


Dark and gloomy with lots of blood, sword-swinging and foul beasts running about.

ACTIVISION
Players 1-2
Memory Pak X
Rumble Pak X

60%

San Francisco Rush

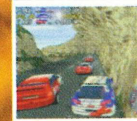


Bomb around 'Frisco! Painfully bright colours, but a good crack to play!

GT INTERACTIVE
Players 1-2
Memory Pak X
Rumble Pak ✓

80%

V-Rally Edition '99



Tricky rally racing. Crisp visuals and 48 tracks – but awkward controls!

INFOGRAMMES
Players 1-2
Memory Pak
Rumble Pak

75%

Dual Heroes



Power Rangers look-a-likes. Ugly, weirdly disjointed, slow, and virtually unplayable.

HUDSON SOFT
Players 1-2
Memory Pak X
Rumble Pak X

35%

Rakuga Kids



Insanity. Fights with scissors, disco dancers and washing machines. Too random!

KONAMI
Players 1-2
Memory Pak X
Rumble Pak X

65%

S.C.A.R.S.



Racer involving Animal/car hybrids. Fun to play, and nice to look at too!

UBISOFT
Players 4
Memory Pak X
Rumble Pak ✓

85%

World Driver Champ.



Challenging gameplay and big time realism. Fast, taxing and frantic.

KEMCO
Players 1-2
Memory Pak X
Rumble Pak ✓

86%

Fighter's Destiny



Good fighting game with good controls but not enough moves to work with.

OCEAN
Players 1-2
Memory Pak X
Rumble Pak X

82%

Ready 2 Rumble



Top 3-D fighting in the ring between lots of beautifully rendered boxers.

MIDWAY
Players 4
Memory Pak X
Rumble Pak ✓

92%

Rumble Paks

1 LX4 TREMOR
WITH 1MB MEMORY
Best pak ever!
Rumbles like a
wrestler, and
saves games!
★★★★★
£17.99



2 LX4 TREMOR
Rumbles like
the Nintendo
pak. Small,
light and strong.
Excellent rumbler!
★★★★★
£12.99



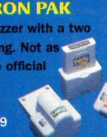
3 NINTENDO PAK
Original rumbler!
Shakes your pad
out of your hand
but it needs
batteries.
★★★★★
£14.99



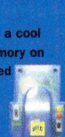
4 SPORT PAK
Funky rumbler that
looks like a
football! Bargain
price with memory
included!
★★★★★
£14.99



5 VIBATRON PAK
Bargain buzzer with a two
speed setting. Not as
good as the official
but good
anyway.
★★★★★
£9.99



6 VIBRA PAK
256K
Good rumbler with a cool
blue case and memory on
board. Doesn't need
any batteries
either!
★★★★★
£9.99



Fighting Force

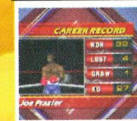


Walk along kicking and punching people. It's a bit boring really.

CRAVE
Players 1-2
Memory Pak X
Rumble Pak ✓

40%

Knockout Kings



Realistic looking fighter featuring famous boxers and Create Boxer model!

EA
Players 1-2
Memory Pak X
Rumble Pak ✓

75%

Mace: The Dark Age



Fantasy-based characters move well and look good but soon become tedious.

GT INTERACTIVE
Players 4
Memory Pak X
Rumble Pak ✓

69%

Mortal Kombat 4



MK's first foray into 3-D. Fast fighter with awesome action and gruesome deaths.

GT INTERACTIVE
Players 1-2
Memory Pak X
Rumble Pak ✓

85%

Super Smash Brothers

NEW ENTRY



Cute scrapper with Mario and all his Nintendo mates. It's a great laugh in four-player.

NINTENDO
Players 4
Memory Pak X
Rumble Pak ✓

85%

War Gods



Hopeless fighter with naff moves and an utterly ridiculous control method.

MIDWAY
Players 1-2
Memory Pak X
Rumble Pak ✓

38%

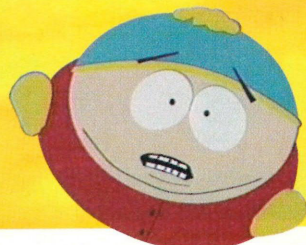
Xena



Fantasy fighting action with high kicks and all your favourite greek warriors.

TITUS
Players 4
Memory Pak X
Rumble Pak ✓

90%



PUZZLE

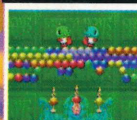
Lode Runner



Quirky head-bender that's let down by visual and mental repetition!
INFOGRAMMES
Players 1-2
Memory Pak X
Rumble Pak X

41%

Bust-A-Move '99



The best from the dangerously addictive Bust-A-Move range.
ACCLAIM
Players 1-4
Memory Pak X
Rumble Pak X

90%

Silicon Valley



Wonderfully weird. Hovering sheep, turbo mice and dogs with guns!
TAKE 2
Players 1
Memory Pak X
Rumble Pak X

92%

Bust-A-Move 2



Line 'em up, let 'em go and get three of the same colour together. Top puzzler!
ACCLAIM
Players 1-2
Memory Pak X
Rumble Pak X

82%

Tetrisphere



Tetris comes full circle! Spin blocks and match pieces to free the robot.
ASCII
Players 1-2
Memory Pak X
Rumble Pak X

60%

Bust-A-Move 3



Still a top puzzler - you really need to own one of these Bust-A-Move Games!
ACCLAIM
Players 1-4
Memory Pak X
Rumble Pak X

88%

The New Tetris



Top rendition of the granddaddy of puzzle games. Tense building game.
NINTENDO
Players 1-2
Memory Pak X
Rumble Pak X

83%

Charlie's Blast Territory



Fat builder tries to work out puzzles. Clumsy and totally crummy looking!
HASBRO
Players 1-2
Memory Pak X
Rumble Pak X

45%

Virtual Chess



Virtual wood-pushing strategy game! Take on the Grandmaster N64.
TITUS
Players 1-2
Memory Pak X
Rumble Pak X

72%

Glover



Puzzler starring a white glove. Run on fingers, bounce balls and die a lot. Frustrating!
HASBRO
Players 1
Memory Pak X
Rumble Pak X

78%

Wetrix



Tetris but with water and fire. Brilliantly tense dam-building, water-catching puzzler.
OCEAN
Players 1-2
Memory Pak X
Rumble Pak X

90%

Joy pads

The link between you and your N64 is the most important peripheral, and you'll need those extra pads to play games with your mates too...



OFFICIAL NINTENDO PAD

Best pad by miles. Precise, reliable and a joy to use. Best buy!
£19.99
★★★★★



MIRAGE

Funky look but a comfy feel! A bit too chunky but the buttons are good!
£17.99
★★★★



NS64

Looks official but doesn't come close! Chunky look, auto-fire and three prongs.
£19.99
★★★



SHARKPAD PRO 64

Stylish pad! Clear plastic, inventive design and it works well too!
£14.99
★★★★



MANTARAY

Only pad to come close to the official one. Chunky and comfy and funky too!
£14.99
★★★★★



G64 CONTROLLER

See-through version of the Gamester Controller. Incorporates auto-fire and slow-motion.
£19.99
★★★★★

PLATFORM



4 MEG PAK - NINTENDO

Boost the power of your N64 and get loads of new games running in hi-res. Well worth getting with any new games!

£29.99



ACTION REPLAY PROFESSIONAL - DATEL

A sneaky device that lets you hack into games and cheat. Get cheats from Datel or hack into games yourself. Top fun!

£39.99



4 MEG RAM - JOYTECH

Like Nintendo's 4 meg pak but a tenner cheaper! Sadly there's a catch - a big bit of plastic sticks out of the top of your N64! Not as sleek, but it works the same.

£19.99



GAME BOY COLOR

Buy one and you'll fall in love with it! Super sharp screen, stylish look and the batteries last forever! Plays new Color games and all the old Game Boy games. Amazing!

£69.99

Mischief Makers



Insane Japanese platformer. Control a schoolgirl, save a scientist and avoid gorpel!
ENIX
Players 1
Memory Pak X
Rumble Pak X

60%

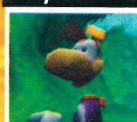
A Bug's Life



This game will really 'Bug' you (no ho). Dull, sloppy visuals and crummy controls.
ACTIVISION
Players 1-4
Memory Pak X
Rumble Pak X

58%

Rayman 2



Armless fun from this unlikely hero from outer space. Colourful 3-D platformer.
UBISOFT
Players 1
Memory Pak X
Rumble Pak X

93%

Banjo Kazooie



Brilliant platformer/adventure game with loveable characters and great ideas.
NINTENDO/RARE
Players
Memory Pak X
Rumble Pak X

94%

Starshot: Space Circus



Stuttery freak-finding game. Great story, but you get lost an awful lot!
INFOGRAMMES
Players 1
Memory Pak X
Rumble Pak X

72%

Bomberman 64



Run about and blow stuff up with bombs - gets a bit monotonous after a while.
HUDSON
Players 1
Memory Pak X
Rumble Pak X

66%

Super Mario 64



The plumber's game. Intrepid Mario sets off into a world of action and adventure!
NINTENDO
Players 1
Memory Pak X
Rumble Pak X

94%

Bomberman Hero



I'm a firefighter! The urban terrorist strikes again in this slightly updated version.
HUDSON
Players 1
Memory Pak X
Rumble Pak X

66%

Tonic Trouble



Tiny Purple-headed alien sets off to save the world from Troublesome Tonic.
UBISOFT
Players 1
Memory Pak X
Rumble Pak X

84%

Chameleon Twist



Perfect your tongue technique. Not great, but quirky enough to be good fun!
SUNSOFT/OCEAN
Players 1
Memory Pak X
Rumble Pak X

58%

Yoshi's Story



Simplistic 2-D platformer with the funny, squeaky, tongue-lashing dinosaur.
NINTENDO
Players 1
Memory Pak X
Rumble Pak X

80%

Gex



Ridicules TV shows - funny, but camera angles and sloppy controls spoil it.
GT INTERACTIVE
Players 1
Memory Pak X
Rumble Pak X

60%

40 Winks



Control two kids as they roam around Dreamworld, protecting our dreams from hoodwinks.
GT INTERACTIVE
Players 1
Memory Pak X
Rumble Pak X

95%

Iggy's Reckin' Balls



Platformer/racer mtd! Original fun for up to four players! Simplistic and too easy though.
ACCLAIM
Players 1-4
Memory Pak X
Rumble Pak X

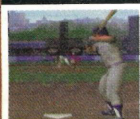
55%

WOW!
There's so many games here!



SPORTS

All Star Baseball



Serious baseball action, crystal clear visuals and well-paced gameplay.

ACCLAIM
Players 1-2
Memory Pak ✗
Rumble Pak ✓

85%

Ken Griffey Jr's Slugfest



Kerry's second pitch is stronger, but still not enough to stoke out ASB 2000.

NINTENDO
Players 1-2
Memory Pak ✗
Rumble Pak ✓

79%

NBA Pro '99



Dismal visuals and squeaky sound, Alms, but the ball totally mishits.

KONAMI
Players 1-4
Memory Pak ✗
Rumble Pak ✗

56%

Kobe Bryant in NBA



Detailed, action-packed and easy-to-play. Nintendo takes the ball and dribbles!

NINTENDO
Players 1-2
Memory Pak ✗
Rumble Pak ✗

80%

NBA Hangtime



Lacking technical brilliance but gameplay is good with gravity-defying moves!

MIDWAY
Players 1-4
Memory Pak ✗
Rumble Pak ✗

65%

All Star Tennis



Excellent tennis game. Obviously we preferred the Strip mode in Centre Court.

UBISOFT
Players 1-2
Memory Pak ✗
Rumble Pak ✗

89%

Madden '98



Classic US footy game. Uglier than the competition but good to play with mates!

EA
Players 1-4
Memory Pak ✗
Rumble Pak ✗

80%

NBA Jam '99



Realistic game aimed at fanatics of the game without pick up and play appeal.

ACCLAIM
Players 1-4
Memory Pak ✗
Rumble Pak ✓

60%

NHL '99



Realistic ice fighting. Nice animation but a lot slower than Breakaway.

EA
Players 1-2
Memory Pak ✗
Rumble Pak ✓

89%

ASB 2000



Great Bat'n'ball game - and we're not talking about rounders! Top Baseball.

ACCLAIM
Players 1-2
Memory Pak ✓
Rumble Pak ✓

95%

Madden '99



All-singing, all-dancing rendition of US footy. Kick out the competition.

EA
Players 1-4
Memory Pak ✗
Rumble Pak ✗

85%

NFL Blitz



Top US football game, featuring superviolence. Close second to Madden.

MIDWAY
Players 1-4
Memory Pak ✓
Rumble Pak ✓

90%

NHL Pro '99



Silly camera angles and slowish movement make this a poor example of hockey.

KONAMI
Players 1-2
Memory Pak ✗
Rumble Pak ✗

77%

Centre Court Tennis

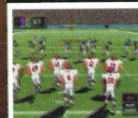


Top cartoony ball-thwacking Tennis - plus the racy Strip Tennis mode too!

SUNSOFT
Players 1-4
Memory Pak ✗
Rumble Pak ✓

90%

Madden 2000



Top of the Madden scum heap. Big, bolshy boys and big, banging graphics.

EA
Players 1-4
Memory Pak ✗
Rumble Pak ✗

91%

NFL Quarterback Club



Just fails to make the nine yards. Superb visuals but Madden Kicks it into touch.

ACCLAIM
Players 1-2
Memory Pak ✗
Rumble Pak ✓

83%

Premier Manager



The best football manager game on the Nintendo. The only one. Still good, though.

GREMLIN
Players 1-4
Memory Pak ✗
Rumble Pak ✓

90%

FIFA 64

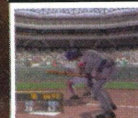


Rubbish, ancient, one-legged footy game hobbling around the pitch.

EA SPORTS
Players 1
Memory Pak ✗
Rumble Pak ✗

34%

Major League Baseball



Arcade-style American rounders! Looks bland after All Star but still pretty good!

NINTENDO
Players 1-2
Memory Pak ✗
Rumble Pak ✗

80%

NFL Quarterback Club '99

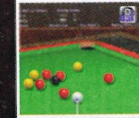


Better than its predecessor. But still not up to the standard of Madden 2000.

ACCLAIM
Players 1-2
Memory Pak ✗
Rumble Pak ✓

84%

VR Pool



Pool without the fight over who's on the table next. Not as much fun as real thing.

INTERPLAY
Players 1-2
Memory Pak ✗
Rumble Pak ✗

83%

FIFA '98:RTWC



It's a nice little player, but it's beaten to the back of the net by ISS!

EA
Players 1-2
Memory Pak ✗
Rumble Pak ✓

85%

Mario Golf



Mario and co. interrupt a good walk and get clubbing. Top golfing game.

NINTENDO
Players 1-4
Memory Pak ✗
Rumble Pak ✓

90%

NHL Breakaway



Frantic combo of nutcases with knives of their feet and big sticks. Excellent!

ACCLAIM
Players 1-2
Memory Pak ✗
Rumble Pak ✓

90%

Waialae Golf



Ruin a good walk and waste money! Dodge graphics, general dullness.

NINTENDO
Players 1-2
Memory Pak ✗
Rumble Pak ✗

69%

FIFA '99



Top realistic footy action with the official licence. Good, but not as good as ISS.

EA
Players 1-4
Memory Pak ✗
Rumble Pak ✓

90%

Michael Owen's WLS



A few good moves, some interesting play, but no way the top footy game.

INTERPLAY
Players 1-4
Memory Pak ✓
Rumble Pak ✓

82%

NHL Breakaway '99



Completely identical to the last game. Don't buy both, for goodness sake!

ACCLAIM
Players 1-2
Memory Pak ✗
Rumble Pak ✓

68%

Wayne Gretzky's Hockey



Top blood-spilling and superviolent Hockey game. The best yet.

GT INTERACTIVE
Players 1-4
Memory Pak ✗
Rumble Pak ✓

90%

ISS 64



Superb footy action. Fast, easy to play and great depth, but beaten by ISS 98.

KONAMI
Players 1-4
Memory Pak ✗
Rumble Pak ✗

90%

Nagano Olympic Hockey



Wayne Gretzky's but with Olympic teams. Fun, but can't fight off Breakaway!

MIDWAY
Players 1-4
Memory Pak ✗
Rumble Pak ✓

75%

ISS '98



Superb rendition of footy. The best of the best-of-the-rest - fast paced and full of stuff.

KONAMI
Players 1-4
Memory Pak ✗
Rumble Pak ✗

96%

NBA Pro '98



Too serious basketball game awash in a sea of fuzzy graphics and blurriness.

KONAMI
Players 1-4
Memory Pak ✗
Rumble Pak ✓

53%

Memory Paks



GAMESTER LX4 1MB
A bit pricey but the equivalent to four paks. The switches on the back work very well though.
☆☆☆☆ £17.99



OFFICIAL NINTENDO PAK
The official pak is quality. Only 256 KB though so you can't save much!
☆☆☆☆ £14.99



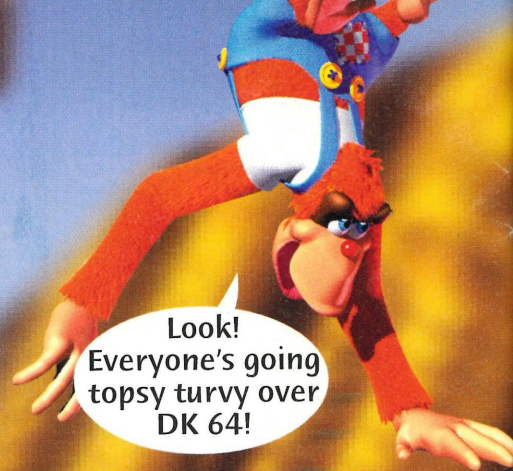
GAMESTER R LX4 256KB
Identical to the official pak. Just as small and every bit as good!
☆☆☆ £9.99



SPOOK MEMORY 1MB
Button on top switches between four paks. Tricky but it does work!
☆☆☆ £14.99



1 MEG MEMORY MODULE
Stylish case with switches and lights on the back. Works a treat!
☆☆☆ £9.99



Winter Olympics



Snowbound olympic sportsman ship, including speedskating and curling.

MIDWAY

Players 1-2
Memory Pak X
Rumble Pak X

70%

ADVENTURE

World Cup '98



Realistic footy that pales next to ISS. The gameplay just isn't good enough!

EA

Players 1-2
Memory Pak X
Rumble Pak X

87%

Donkey Kong 64



Five monkeys set out on the biggest adventure/platformer ever. Buy it!

RARE/NINTENDO

Players 1-4
Memory Pak X
Rumble Pak X

94%

Superman



Man In pants features in highly rubbish game. Useless graphics and gameplay.

TITUS

Players 1-2
Memory Pak X
Rumble Pak X

30%

Paperboy



Fairly bad conversion of arcade classic. Chuck papers at houses, cry at graphics.

MIDWAY

Players 1-2
Memory Pak X
Rumble Pak X

65%

WCW Nitro



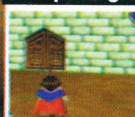
Total tosh wrestling. Less realistic than the real thing. Finish him!

THQ

Players 1-4
Memory Pak X
Rumble Pak X

62%

Holy Magic Century



Silly characters, ridiculous story and boxy, baffled graphics. Can it, Stan.

KONAMI

Players 1
Memory Pak X
Rumble Pak X

50%

Air Borders



Pull tricks on a hovering skateboard. Huge levels and good controls, but a bit basic.

HUMAN

Players 1-2
Memory Pak X
Rumble Pak X

66%

Pokémon Snap



Capture outsey Pokémon on camera - win more points for better poses. Addictive!

NINTENDO

Players 1
Memory Pak X
Rumble Pak X

91%

WCW V NWO



Looks good, moves well, and you even have to show off to the crowd to win!

THQ

Players 1-4
Memory Pak X
Rumble Pak X

80%

Hybrid Heaven



Futuristic roleplay, confusing story and with a very small gun. Dull!

KONAMI

Players 1
Memory Pak X
Rumble Pak X

57%

OTHER STUFF

WCW /NWO Revenge



More big sweaty men grappling! Good graphics and crowd pleasing action.

THQ

Players 1-4
Memory Pak X
Rumble Pak X

85%

Jet Force Gemini



Fantastic graphics and gameplay as twins battle giant ants to save ewoks.

RARE/NINTENDO

Players 1-4
Memory Pak X
Rumble Pak X

93%

Blast Corps



Wanton destruction in a global scale. Lots of vehicles, good gameplay.

RARE

Players 1
Memory Pak X
Rumble Pak X

80%

Rat Attack



Your a cat, you have to chase rats and catch them. Repetitive and odd.

THQ

Players 1-2
Memory Pak X
Rumble Pak X

70%

WCW Mayhem



Blocky, samey wrestler with too few moves and rubbish Create mode.

EA

Players 1-4
Memory Pak X
Rumble Pak X

65%

Mystical Ninja



Surreal Japanese game! Save world from a giant peach via conversation and subgames.

KONAMI

Players 1
Memory Pak X
Rumble Pak X

73%

Chef's Luv Shack



Funny jokes and South Park's animation but no lastability in this quiz show game.

ACCLAIM

Players 1-4
Memory Pak X
Rumble Pak X

70%

Rugrats



Odd. A board game on the Nintendo? Slow game with the Rugrats.

THQ

Players 1-4
Memory Pak X
Rumble Pak X

81%

WWF Attitude



Work-a-day wrestler that features all the top celebs from the WWF circuit.

EA

Players 1-4
Memory Pak X
Rumble Pak X

62%

Resident Evil 2



Super gruesome zombie fest in a two full of the undead. Tasing, facinating and scary.

VIRGIN

Players 1
Memory Pak X
Rumble Pak X

94%

Command & Conquer



Build army, control troops, and keep heaven supplied with souls. Warmongering fun.

NINTENDO

Players 1
Memory Pak X
Rumble Pak X

81%

WWF Warzone



Mighty wrestler, but still defeated in the end by the miracle that is WWF 2000.

ACCLAIM

Players 1-4
Memory Pak X
Rumble Pak X

84%

Rocket: Robot on Wheels



Creative and georgously rendered adventure with highly original gameplay.

UBISOFT

Players 1
Memory Pak X
Rumble Pak X

91%

Mario Party



50 small games rolled up into one! Fantastic four player game!

NINTENDO

Players 1-4
Memory Pak X
Rumble Pak X

87%

WWF 2000



The best wrestler ever. Pile drives the rest into the ground. Top Create mode tool

THQ

Players 1-4
Memory Pak X
Rumble Pak X

94%

Shadowgate



Boringly empty Castle with little to do. Just lock yourself in a cellar, its cheaper!

KEMCO

Players 1-2
Memory Pak X
Rumble Pak X

40%

Castlevania



Whip vampires back into the underworld! Great fun, but a bit too short.

KONAMI

Players 1
Memory Pak X
Rumble Pak X

80%

Shadowman



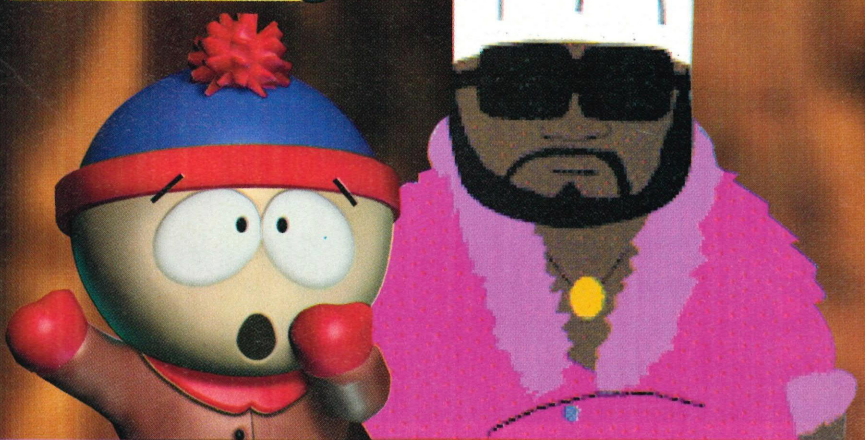
Venture into the land of the undead as a tortured soul to save the living.

ACCLAIM

Players 1
Memory Pak X
Rumble Pak X

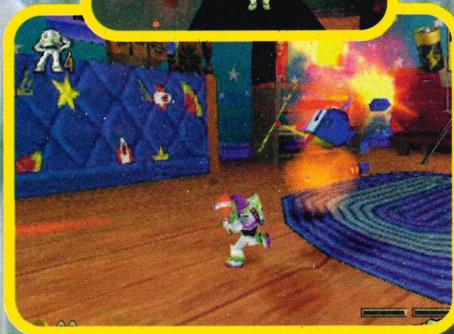
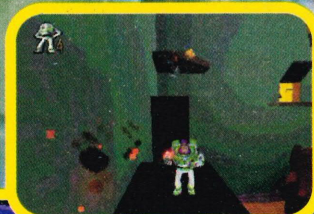
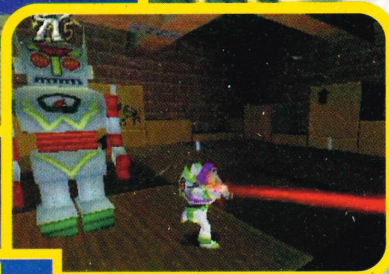
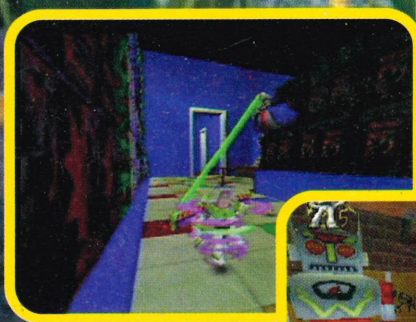
88%

Hello, ladies! Sorry, am I wearing your blouse?



**WHAT A
BUZZ! TOY
STORY 2
IN THE
HOUSE!**

Toy Story 2



**NEXT
MONTH**

For all the news and latest games check out the next great N64 Pro!

- Castlevania: Legacy of Darkness
- Top Gear Rally 2
- Nuclear Strike
- ISS Millennium

CHEAT ZONE

Resident Evil 2
Stuck on Resident Evil 2, we've got the first part of our massive solution to help you rid the city of bloodthirsty zombies.

On sale February 17

N64 PRO

Paragon Publishing Ltd
Paragon House, St Peter's Road, Bournemouth
Dorset BH1 2JS
Tel Number: 01202 299900
Fax number: 01202 299955

Editorial Heroes

Managing Editor
Nick Roberts

Deputy Editor
Russell Murray (russellm@paragon.co.uk)

Senior Staff Writer
Mark Hattersley (markh@paragon.co.uk)

Staff Writer
Nerys Coward (nerys@paragon.co.uk)

Designer
Nicola Harding

Senior Production Editor
Lou Wells

Production Editors
Stuart Messham, Karen Hollocks

Illustrator
Kevin Hopgood

Online Manager
Stuart Wynne (ssw@paragon.co.uk)

Online News Editor
Sney Noorani

Online Editors
Gavin Cloggie, Ryan Cooper

Advertising Agents
Advertising Manager:
Felicity Mead (01202 200224)
felicity@paragon.co.uk

Display Advertising
Claire Endean (01202 200254)
claire@paragon.co.uk

Classified Ad Manager:
Alan Walton (01202 200226)

Classified Advertising Sales
Emma Bedford (01202 200223)
emmab@paragon.co.uk

Advertising Production:
Dave Osborne, Jo James
Jane Evans, Lorraine Troughton
Rex Creed, Elaine Brown, Rob Stone

Production & Distribution

Bureau Manager
Chris Rees

Scanning/Prepress
Liam O'Hara

Circulation Manager
Tim Harris

Marketing and Licenses

Marketing Manager
Monica Casal
monica@paragon.co.uk

International Account Executive
Catherine Blackman (cathb@paragon.co.uk)
Tel: 44 (0) 1202 200205
Fax: 44 (0) 1202 200235

The Bosses

Production Director: Jane Hawkins
Advertising Director: Peter Cleall
Circulation and Marketing Director:
Kevin Petley
Editorial Director: Damian Butt
Art Director: Mark Kendrick
Finance Director: Trevor Bedford
Managing Director: Mark Simpson

Thanks to...

Control Zone - 01590 677144
Kathryn@Planet Distribution, Steve Tagger@Titus
Jeremy Chubb@Acclaim, Shelly, Jon, Ian@Nintendo,
Mark@Bastion and All @Infogrames

Printed by: Polestar Chantry, Brindley Way,
41 Industrial Estate, Wakefield WF2 0XQ
Distributed by: Seymour International, 1st Floor, 86
Newman Street, London W1P 3LD.
Tel: (0171) 396 8000

ISSN: 1369-4510

Cover Image supplied by Virgin Interactive

N64 Pro is fully independent and is in absolutely no way an official Nintendo publication. The views expressed within are not necessarily the opinions of Nintendo, its software partners or third-party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher. Paragon Publishing Ltd retains all publishing rights to all letters and unsolicited material sent to N64 Pro. N64 Pro can accept no responsibility for inaccuracies or complaints arising from adverts within the magazine.



©2000
Paragon
Publishing

01279 321 321

ORDER ONLINE AT UKGAMES.COM

How to Order

By telephone on 01279 321 321

By fax on 01279 322 322

By post at Special Reserve,
P.O. Box 847, Harlow, CM21 9PH
Free immediate cheque clearance

By e-mail to Orders@reserve.co.uk

Online at <http://ukgames.com> or at any of the other Special Reserve addresses

Or visit a Special Reserve Club Shop

Prices include VAT and delivery
Fast, efficient, accurate despatch
0% finance option - see below
Market leader - established 12 years
Official Sony, Nintendo & Sega supplier
All genuine UK new boxed product
Open until 8 pm (5 pm Sun)
We only supply members but trial membership is just 60p

Why have 500,000 people joined Special Reserve?

Just £6.99 gets you into the club
There is no obligation to buy anything
Claim a FREE GIFT if you buy any one item as you join or renew*

Full members (£6.99 UK) receive:

- One Year Family Membership
- 9 issues of the Club Magazine with Incredible Special Offers
- Free entry to Club Competitions
- Any one of 20 FREE GIFTS*
- Bonus Book of 3500 Cheats
- Bonus Best Internet Guide
- Save just 5 Reddies - and choose another FREE gift.



FREE GIFT LIST

01279 321 321 or UKGAMES.COM

- Choose any gift when you buy any one item at the same time as joining Special Reserve for one year (£6.99)
- FREE 3D ANALOGUE CONTROLLER FOR N64
 - FREE PAIR OF 1 MB MEMORY CARDS FOR N64
 - FREE RUMBLE PACK FOR N64
 - FREE SCART LEAD FOR DREAMCAST
 - FREE PAIR OF CONTROLLERS FOR PSX
 - FREE PAIR OF 1 MB MEMORY CARDS FOR PSX
 - FREE SUPER AV SCART LEAD & LINK CABLE FOR PSX
 - FREE CASIO DC2000 PERSONAL ORGANISER
 - FREE INFLATABLE ARMCHAIR - BLUE, PINK, RED OR PURPLE (add £3 carriage for this item)
 - FREE SUPER MARIO RADIO ALARM CLOCK
 - FREE REMOTE CONTROL CAR & SPORTS WATCH
 - FREE 52 CAPACITY CD WALLET (SOFT BLACK)
 - FREE PAIR OF MAD CATZ CONTROLLERS FOR PC
 - FREE AMIGA EMULATOR FOR PC
 - 7 GAMES FREE ON CD FOR PC: Actua Soccer, Premier Manager 2, Utopia, Zool 2, Space Crusade, Retribution and Re-loaded
 - BONUS 3500 CHEATS BOOK and INTERNET GUIDE with EVERY GIFT

0% Pay in 9 Months!
10% deposit, no more to pay for 9 months and no interest, subject to status.
Your total purchase must be over £200 including one hardware item.
0% APR if the balance is paid in full after nine months or 29.8% APR extended loan.
Written details in the Club Magazine.
Just ask for 0% finance when you order.

Nobody gives value like Special Reserve - check out these prices

BEST BUY	*BEST BUY*	*BEST BUY*	*BEST BUY*
SILICON VALLEY 9.99	DONKEY KONG 64 + RAM PACK 47.99	F1 WORLD GRAND PRIX 12.99	WWF WRESTLEMANIA 2000 37.99

Special Reserve Discount Network
1 FREE
Only one per address
For a free magazine go to www.1FREE.co.uk
or phone 01279 321 321 or ask in a club shop

FREE SCART LEAD
When you buy any console at the same time as a television. TVs from only £89.99
0% FINANCE AVAILABLE
(See above)

NEW
ADD £9.99
ADD £9.99
Pink, Green, Purple, Orange, Blue, Charcoal

N64 Top 100 All prices include delivery 200 items DOWN this month. Many at below trade price (Hi) = Hi-res RAM expansion compatible	COMMAND AND CONQUER 91% ... 36.99 CYBER TIGER ... 33.99 DESTRUCTION DERBY 64 ... 35.99 DIDDY KONG RACING 97% ... 28.99 DONKEY KONG 64 + RAM PACK ... 47.99 DOOM 92% ... 37.49 EARTHWORM JIM 3D ... 28.99 EPGA GOLF ... 28.99 EXTREME CHAMP. WRESTLING ... 34.99 EXTREME G 2 88% ... 19.99 F-ZERO X 92% ... 24.99 F1 RACING SIM - MONACO GP ... 34.99 FIFA 99 94% ... 33.49 FIGHTING FORCE ... 12.99 FORMULA 1 WORLD GP 94% ... 12.99 FORMULA 1 WORLD GP 2 91% ... 33.99 FORSAKEN 93% ... 11.99 GAUNTLET LEGENDS ... 13.99 GEX 64 ... 13.99 GEX 3 - DEEP COVER GECKO ... 32.99 GOLDENEYE 98% ... 26.99 HOTWHEELS TURBO RACING ... 29.99 HSV ADVENTURE RACING ... 33.99	HYBRID HEAVEN ... 28.99 INT. SUPERSTAR SOCCER 98 ... 28.99 JEREMY McGRATH SUPERCROSS ... 33.99 JET FORCE GEMINI ... 39.99 KNIFE EDGE ... 19.99 LEGEND OF ZELDA 98% ... 37.99 LEGO RACERS ... 34.99 LYLAT WARS 95% (RUM) ... 24.99 MARIO GOLF ... 36.99 MARIO KART 64 94% ... 26.99 MARIO PARTY 85% ... 32.99 MICHAEL OWEN'S WORLD ... 35.99 LEAGUE SOCCER ... 29.99 MICRO MACHINES 64 TURBO ... 27.99 MISSION IMPOSSIBLE 92% ... 32.99 MONSTER TRUCK MADNESS ... 27.99 NASCAR 99 ... 9.99 NBA HANGTIME ... 9.99 NBA JAM 2000 ... 33.99 NBA LIVE 2000 ... 33.99 NBA PRO 99 ... 33.99 NEW TETRIS ... 33.99 NFL QUARTERBACK CLUB 2000 ... 33.99	NHL BREAKAWAY 99 90% ... 24.99 NHL PRO 99 ... 38.99 OLYMPIC HOCKEY 98 84% ... 14.99 PERFECT DARK (Hi) ... 39.99 PREMIER MANAGER 99 90% ... 33.99 QUAKE 92% ... 14.99 QUAKE 2 91% ... 29.99 RAINBOW SIX ... 36.99 RAYMAN 2 ... 34.99 RESIDENT EVIL 2 (Hi) ... 38.99 READY 2 RUMBLE BOXING ... 34.99 RIDGE RACER REVOLVER (Hi) ... 39.99 ROAD RASH 64 ... 32.99 ROADSTERS ... 34.99 ROCKET ... 34.99 RUGRATS TREASURE HUNT ... 32.99 SHADOWMAN (Hi) 93% ... 39.99 SILICON VALLEY 91% ... 9.99 SOUTH PARK 92% ... 39.99 S. PARK: CHEF'S LUV SHACK (15) ... 33.99 SOUTH PARK RALLY ... 33.99 STAR WARS: RACER (Hi) ... 39.49 STAR WARS: ROGUE SQUAD (Hi) 36.49	STARCRAFT (Hi) ... 39.99 STARSHOT: SPACE CIRCUS ... 13.99 SUPER CROSS ... 33.99 SUPER MARIO 64 100% ... 21.99 SUPER SMASH BROTHERS ... 39.99 TANZANIAN EXPRESS ... 32.99 TONIC TROUBLE ... 29.99 TOY STORY 3 ... 39.99 TURK 2 - SEEDS OF EVIL (Hi) ... 19.99 TWOED RAGE WARS ... 33.99 TWISTED EDGE SNOWBOARDING ... 19.99 V-RALLY 99 90% ... 15.99 VIGILANTE 8 - 2ND OFFENCE ... 30.99 WCW MAYHEM ... 33.99 WIPOUT 64 93% ... 29.99 WORDS ARMAGEDDON ... 32.99 WORM WRESTLEMANIA 2000 ... 37.99 XENA WARRIOR PRINCESS ... 34.99
--	---	--	--	---

Special Reserve Discount Network
1 FREE
Only one per address
For a free magazine go to www.1FREE.co.uk
or phone 01279 321 321 or ask in a club shop

FREE
FREE Extra Controller & FREE Memory Card with every N64
N64 FIRE PACK ... 64.99
N64, Official 3D Controller & RF lead
PLUS FREE extra 3D Controller
PLUS FREE 1 MB memory card
Available in Standard Grey or add £9.99 for new Pink, Green, Purple, Charcoal, Orange or Blue
WITH GOLDENEYE or MARIO 64 84.98
OR + D/KONG 64 & HI-RES ... 109.98
Available only in Standard Grey
A Scart lead is recommended for connection to a TV with SCART input ... 7.99
1 MB MEMORY CARD (48 SLOT) ... 4.99
8 MB MEMORY CARD (384 SLOT) ... 16.99
COMPETITION PRO NS64 CONTROLLER ... 9.99
JOYTECH 4 MB HI-RES RAM PACK ... 16.99
OFFICIAL 3D CONTROLLER ... 17.99
OFFICIAL 4 MB HI-RES RAM PACK ... 23.99
XPLORER 64 CHEAT CARTRIDGE ... 19.99

Nintendo 64 Books
LEGEND OF ZELDA OFFICIAL STRATEGY GUIDE ... 10.99
SHADOWMAN OFFICIAL STRATEGY GUIDE ... 9.99
SECRET CODES 2 FOR N64 ... 7.49
SPECIAL RESERVE BOOK OF 3500+ CHEATS ... 3.99
WWF ATTITUDE OFFICIAL PLAYERS GUIDE ... 9.99

GAME BOY COLOR
WITH FREE MAINS ADAPTOR
£65.99
Available in 6 Colours Games From £12.99

POKEMON PHENOMENON
Gotta collect 'em all!
POKEMON BLUE ... 24.99
POKEMON RED ... 24.99
PIKACHU (see right) ... 19.99
OFFICIAL GUIDE BOOK ... 9.99
LINK CABLE ... 5.99

NEOGEO POCKET COLOUR
£54.99
Available in 6 exciting colours
GAMES FROM ONLY £20.99

Dreamcast
£199.99
Less £10*
*Deduct £10 off our price of any one item bought at the same time as a Dreamcast. Games from £25.99

Nintendo 64 Peripherals
OFFICIAL NINTENDO 3D CONTROLLER WITH FREE 1MB MEMORY CARD
Black ... 17.99 Blue ... 17.99
Green ... 17.99 Clear Purple ... 17.99
Red ... 17.99 Yellow ... 17.99

COMPETITION PRO
NS64 CONTROLLER ... 9.99
5 fire buttons and view control, auto-fire and turbo fire with memory card slot
Colour may vary.

JORDAN GRAND PRIX RACING WHEEL AND PEDALS ... 45.99
(Dual shock & Dual rumble)

TOP DRIVE DOUBLE SHOCK WHEEL AND PEDALS ... 49.99
Programmable buttons, D-shaped wheel, stick shift, self centering technology.

TOP DRIVE 3 RACING WHEEL ... 27.99
Programmable buttons, D-shaped wheel, stick shift, self centering technology.

MAD CATZ STEERING WHEEL AND PEDALS ... 39.99.
8 digital buttons and analogue foot pedals.

Over 5000 game cheats at UKCHEATS.COM

4MB HI-RES RAM EXPANSION PACKS:
OFFICIAL EXPANSION PACK ... 23.99
JOYTECH EXPANSION PACK ... 16.99
Hardware upgrade that provides an all round performance boost to your N64. Allows certain games to be played in high resolution. Look for games marked (Hi)

INTERACTOR RUMBLE VEST ... 21.99
Sends vibrations through the vest to give an extra dimension to gameplay. Requires scart connection.

ACTION REPLAY ... 34.99
Cheat cartridge containing hundreds of cheats for most N64 games. Fully programmable memory allowing enables you to add, store or delete cheat codes.

XPLORER 64 CHEAT CARTRIDGE ... 19.99
Over 1000 cheats codes pre-loaded for the latest games.

OFFICIAL RUMBLEPACK ... 14.99
JOLTPACK (RUMBLEPACK) ... 7.99
A DANCED 2 SPEED JOLTPACK + 256K MEM CARD ... 9.99
Sends vibrations through controller.

MEMORY CARDS
OFFICIAL 256K (12 SLOT) CARD ... 14.99
1 MB MEMORY CARD (48 SLOT) ... 4.99
PAIR OF 1 MB MEMORY CARDS ... 7.99
8 MB MEMORY CARD (384 SLOT) ... 16.99

Special Reserve Big Club Shops

EASY PARKING
PC UPGRADES (£12 to fit any item)
PC REPAIRS (£30 plus parts)
OPEN 'TIL 8PM (10am to 5pm Sun)

BASILDON, ESSEX ... 01268 287776
Festival Leisure Park, 1 mile off A127

BRISTOL ... 0117 924 5000
351 Gloucester Road (A38), Nth of City

CHELMSFORD, ESSEX 01245 348777
43 Broomfield Road, Near bus station

EGHAM, SURREY ... 01784 473444
168 High Street, 1 mile J13 off M25

NOTTINGHAM ... 0115 949 1000
164 Derby Road, Stapleford.
2 miles J25 off M1, Nr Pizza Hut

SAWBRIDGEWORTH 01279 322399
The Maltings, Station Road
Not far from M11 junctions 7 or 8

UPMINSTER, ESSEX 01708 225544
209 St Mary's Lane, 2 miles J29 off M25

WINACAR.CO.UK - £2 Million prizes

WIN A PORSCHE BOXSTER

WIN CARS, SCOOTERS, HOLIDAYS AND MORE IN THESE FREE-TO-ENTER COMPETITIONS

Special Reserve Discount Network

UKGAMES.COM ... Cheapest games thousands of reviews, news, video clips, release dates, charts and special offers.

UKCHEATS.COM ... UKN64.COM

UKDREAMCAST.COM ... UKPLAYSTATION2.COM

UKHANDHELDS.COM ... 1FREE.CO.UK

UKPOKEMON.COM ...

UKCOMPUTING.COM ... From leads to Pentium CPUs - we stock a massive range of PC Upgrades, all at incredible discount prices.

UKCDROM.COM ... UKRAM.COM

UKDVD.COM ... UKSOFTWARE.COM

UKPRINTERS.COM ... MAXXP.COM

FREEOLA.COM ... The UK's best FREE internet service ever - by far. No CD needed, FREE Technical Support, choice of 800 e-mail addresses e.g. Englandfans.com. Lots more - just log on GETDOTTED.COM

GETDOTTED.COM ... Get your Domain Name before it's too late

WBFANTASY.COM ... It's free too - our £5000 Football game

WINACAR.CO.UK ... Lots of free competitions and cars to win

SHOOT THE BADDIE

DESTROY THE UNIVERSE

GET THE GIRL

KEEP THE CHANGE!

simplyGAMES 


Dreamcast



PC
games

**the best games
the lowest prices
free worldwide delivery
0800 169 2304**

Nintendo 64		
donkey kong 64 + 4mb memory	only £48.00	
Resident Evil 2	only £38.00	armorines only £32.00
Rainbow Six	only £35.00	xena only £34.00

All trademarks and copyrights acknowledged, prices correct at time of going to press. E&OE

<http://www.simplygames.co.uk>